DM 18, 475 PTAS

A NEWSFIELD PUBLICATION
No.84 JANUARY 1991

MAGAZINE AND CASSETTE £2.95

CRASH

SINCLAIR SPECTRUM GAMES

EXTRA INSIDE! A GIANT PULL-OUT 1991 POSTER CALENDAR!



1 LIGHTFORCE HEWSON
2 ATLANTIS HYPA RAID
omega z✱ne 3 powertape
SWIV storm 5
4 TWO DEMOS! TOP CAT Hi-tec Software
6 MEL CROUCHER'S CHRISTMAS PARTY!!

Are you missing your ton-load of CRASH cassettes?! Yes! Two cassettes, so don't miss out! Ask your friendly newsagent!

7 EXCLUSIVE SPECIAL GAME!! Dizzy three and a half! CODEMASTERS
8 AMAZING PLAYABLE DEMO!! NARC ocean ▲ A 95% CRASH SMASH!!
SPECIMEN hedgehog 9
▲ TWO EXCLUSIVE ORIGINAL GAMES!! ▼
TALISMAN POWERTAPE 10
POKEMANIA 11

EXCLUSIVE REVIEWS!

SEGA'S LINE OF FIRE
Can US Gold make it a direct hit?!

NAVY S.E.A.L.S
Ocean's combat smash!

POWERTAPE DOUBLE TROUBLE! MORE GAMES ON TAPE THAN ANY OTHER SPECCY MAG!!
A ton of action to wreck your Sinclair!!

SCOOPS!
BACK TO THE FUTURE PART 3
It's gonna be a winner!!
Farting fun in Virgin's VIZ

PLUS: EXTREME ■ TURTLES ■ ROBOCOP 2 ■ EDD THE DUCK ■ LOTUS TURBO ESPRIT ■ SUPER CARS ■ CHIP'S CHALLENGE ■ PICK 'N' PILE ■ SLIGHTLY MAGIC ■ KAMIKAZE ■ AND MORE, MORE!!!

WIN!!
- 3 SYNTHESISERS!!
- 2 LEATHER JACKETS!!
- A CD GHETTOBLASTER!!
- A DISCMAN
- GAMES GALORE!!!

01
9 770954 866021



SALES CURVE
STORM
AMIGA
ATARI STE
AMIGA
CRASH SMASH 92%
GEN D'OR 92%
ZERO HERO 91%
YC FUN ONE 91%
JOYSTICK
MEGASTAR 90%
ST ACTION A1 82%
ST DRAGON
AVAILABLE ON AMIGA, ATARI ST, CBM 64, AMSTRAD, SPECTRUM.
INCLUDES FREE BADGE AND POSTER
CBM 64
SPECTRUM
An evil force of monster machines has risen to conquer the Galaxy. One by one the peaceful races of the Galaxy have been attacked and enslaved by the Cyborg Monsters. No race has the strength to stand against the power of the Cyborgs. One lone rebel rises from within the ranks of the mechanised monsters. Part dragon, part machine, the Cyborg Warrior fights back against the tyrant masters. The Galaxy has a Hero. Hope returns to the hearts of the people at the rise of the armoured champion they call "ST DRAGON".
"I haven't seen a decent shoot-em-up for ages (in fact Silkworm was probably the last). Now this looks set to end with a product from the very same Silkworm programmers that could challenge the mighty R-Type itself!"
(Zero Sep. 1990)
THE SALES CURVE
50 LOMBARD ROAD
LONDON. SW11 3SU

CRASH

CONTENTS

GAME *thrills*

ENJOY IT!

It's a cracker! Welcome to the hottest issue of the year as we say 'Hallllooooo 1991' in style! We've crammed so much into this special issue you'll be amazed. There's our very first Double Trouble Powertape: twice the action, twice the excitement and a magazine with all the most happening stuff around at the moment! 1990 has been a great year for CRASH and we're determined to make 1991 even better so don't miss a moment — grab a CRASH 12 month subscription (and get a free game)!

THRILLS ON TAPE
Where to find the action!

TAPE ONE

SIDE A
LIGHTFORCE
HYPA RAID
OMEGA ZONE

SIDE B
TOP CAT Demo
SWIV Demo
MEL CHROUCHER'S CHRISTMAS PARTY

TAPE TWO

SIDE A
DIZZY 3.5
NARC Demo

SIDE B
SPECIMEN
TALISMAN
POKEMANIA

Check the inlay for loading instructions. Should your tape be faulty send it, in its box, to: **NEWSFIELD, CRASH TAPE CLINIC (84), LUDLOW, SHROPSHIRE SY8 1JW**
Please mark the envelope **TAPE ONE** or **TAPE TWO**. A healthy tape will be returned to you!

TAPE ONE STARTS HERE!

LIGHTFORCE

● The ultimate colourful blaster from Hewson!

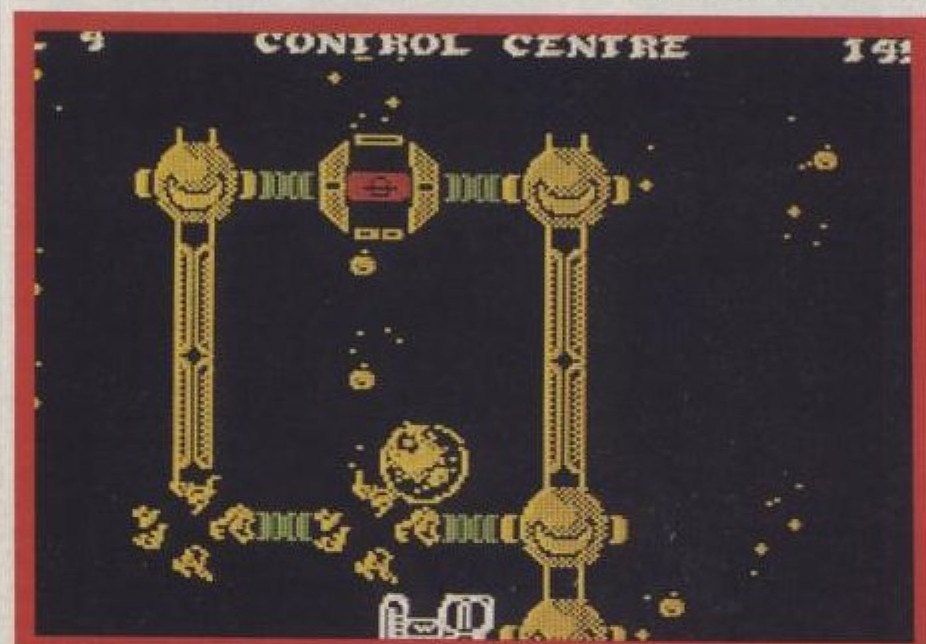
Let's go Hewson! This month's dose of mega-action from soaraway software Hewson is one of the wildest shoot-'em-ups ever produced! *Lightforce*, created by Gargoyle Games/FTL, was an awesome CRASH Smash at 91% with comments like 'a state-of-the-art shoot-'em-up!' If you've never experienced high thrill power, now's your chance! Get ready!

The distress call from the colonies around Regulus is brief — 'Ships of unknown origin landing at key installations!' The GEM council react quickly and order their entire space force in the Regulus sector into action. Unfortunately, that turns out to be only you!

As you emerge from light-drive beyond the outer planet, you see several thousand battle-ready alien ships, hundreds of ground-based weapon installations and energy domes and a host of special armament pods circling each planet — all ranged against your single Lightforce fighter! Yeeek! You set out on your task — Lightforce is out for revenge!

There are five sections of non-stop action. First blast through the asteroid belt and, before descending onto the planet, destroy the massive orbital space station! No time to rest — there are further alien control stations to be destroyed in the jungle below. From there enter the ice planet, the desert planet and finally the alien factories! If you haven't got an itchy trigger finger you better watch out — it's deadly!!

FORCEFUL CONTROLS
Blow aliens to kingdom come controlling the *Lightforce* on either keys, which are definable, or joystick. Plug your stick into a Kempston, Cursor, or Sinclair interface. Happy blasting!



GAME thrills

HYPA RAID

● Build a MIG Starfighter in Atlantis' packed arcade adventure!

There's trouble afoot! No, DJ Nicko isn't driving again. This isn't quite that bad: the enemy have built a prototype revolutionary MIG Starfighter and it's the most powerful aircraft ever. As a top agent and ex-test pilot you're the natural choice to steal this revolutionary jet and protect the world!

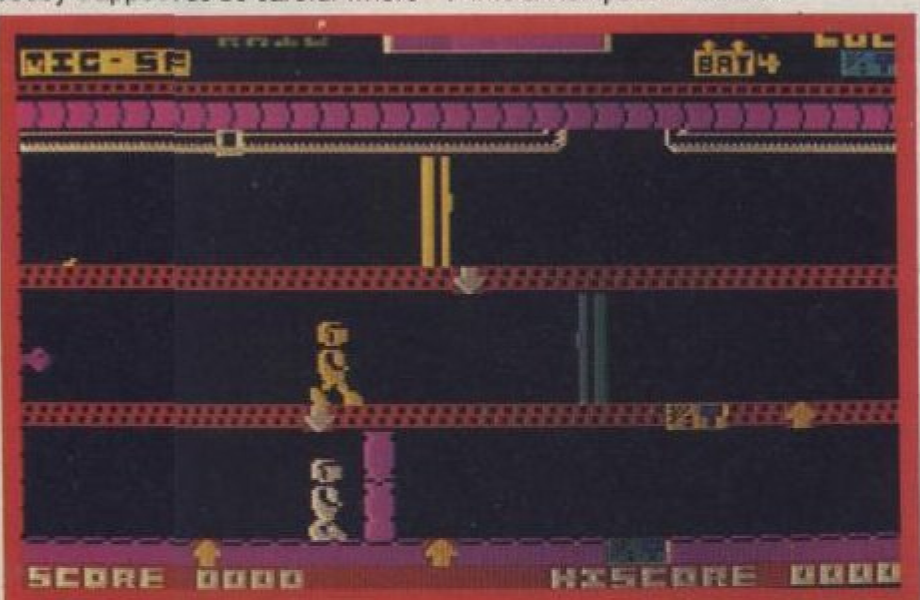
For security reasons the parts of the revolutionary MIG Starfighter (flashing yellow crates) are held in various departments of a factory. Each department is security locked and can only be entered if you're carrying the correct colour-coded lock card. The two most important parts of the Starfighter are in special rooms where access is computer controlled. To enter these rooms you'll also need the correct data card. As an extra security, parts of the floor are booby-trapped: so be careful where you walk.

The power for your protective suit comes from four built-in batteries. However, any contact with a guard or a mistake while negotiating results in partial draining of the batteries. Total power loss means instant death!

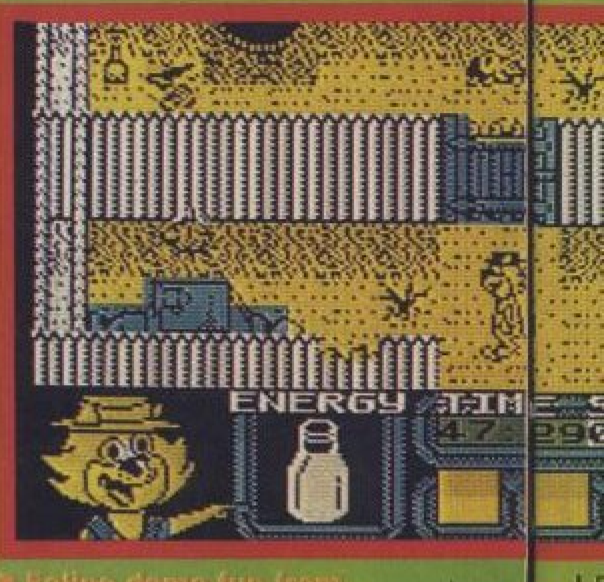
Movement within each department is by walking left or right, or by pressing **activate** when positioned directly over an up or down arrow. Movement between each room is either by the security doors or by pressing activate while over a hypa-port. Remember, you can only open a locked door by collecting a lock card the same colour as the door: to pick up a colour-coded lock card just stand over it and press the activate key. The correct lock card you're holding is displayed at the top right-hand side of the screen. Don't waste time — you're playing against the clock!

HYPA CONTROLS

Control your adventurer with keys, which are Q/left, W/right and P/activate, or use a joystick plugged into a Kempston interface.



TOP CAT in Beverly Hills Cats Demo

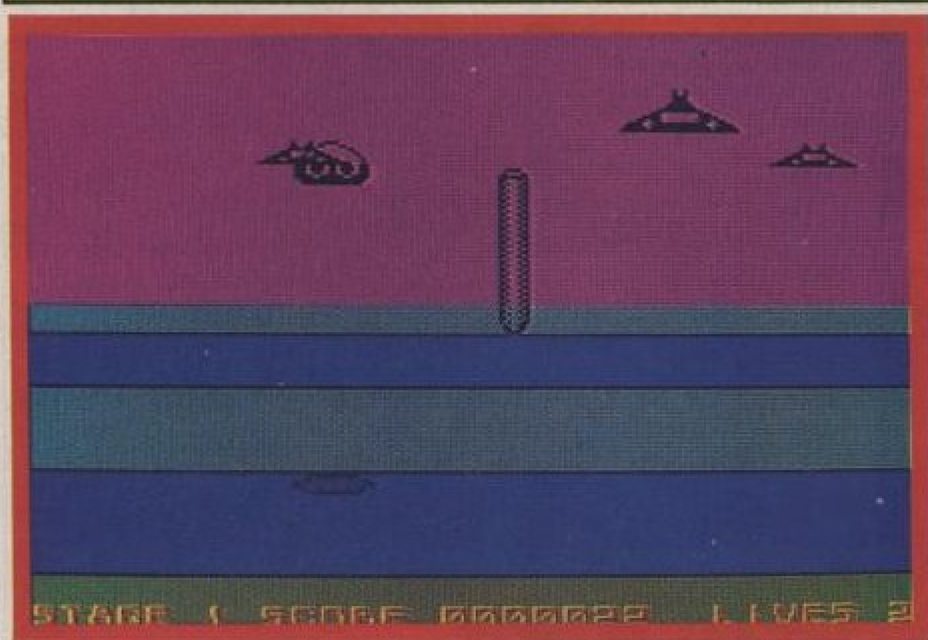


● Feline demo fun from Hi-Tec!

The king of the alley has arrived on the Spectrum, tooth brush in hand (remember the cartoon series' titles?). And you can sample the cartoon capers of Top Cat and the gang in this exclusive first level demo!! Yippee!

Benny the Ball is in a sticky situation. He's inherited the fortune of Madam Van Der Gelt, a wealthy old lady, and is now living a life of luxury in her mansion. The rightful heir, Amy, had gone missing so Benny stepped in to take her place. Unknown to the blue puss the evil butler is not keen on Benny's appearance as he'd have pocketed the loot instead. Top Cat has to put things right by finding the missing Amy and saving poor

OMEGA ZONE



● The fastest 3D blaster on the Speccy from Peter Curtis!

Here's a speedy game we've been saving up for you — let's hope you've been in training 'cos you need the fastest reactions around to survive the *Omega Zone*!! It's a deadly place, created by whizzo programmer Peter Curtis earlier this year, and wimpos need not apply!

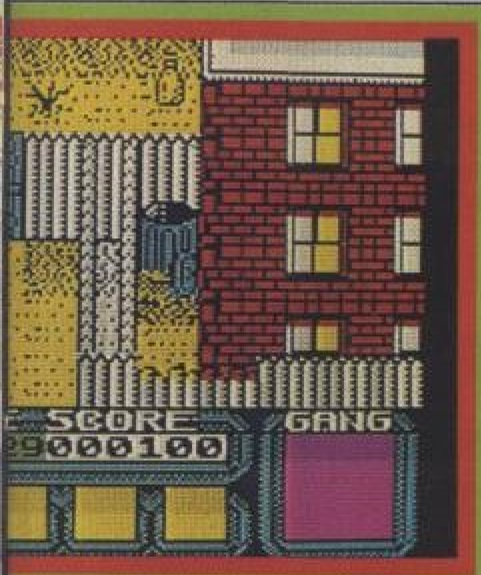
The game is an incredibly speedy shoot-'em-up and played in 3D — you view your Skimmer fighter craft from just behind, looking out into the perilous alien landscape. The Skimmer fightercraft was designed for low-flying air combat and you're about to put it to good use! Your mission is to rid a planet of its alien invaders and, no prizes for guessing, the best way is to blast them out of the sky!

Armed with a deadly laser cannon you can destroy enemy craft by pumping balls of anti-matter at them. But that's not where the action ends: the aliens have set up plasma pillars which you have to avoid as you zoom through the landscape. Contact with a plasma pillar or an alien craft results in instant death and loss of one of your lives!

Omega Zone features ten levels of manic action and if you can survive all ten you can award yourself a hero's badge!

CONTROLS

Alien death is just a key-press away when you're playing *Omega Zone* with the keyboard (definable control keys). Alternatively, plug a joystick into a Kempston interface and slam that fire-button and watch 'em fly!



Benny from the butler.

The action in this demo takes place in the Alley. You have to explore the locations and pick up any objects that look useful. Popping litter in the bins provides extra points but watch out for the rotten fruit as it'll make you sick as a parrot, erm, cat. Keeping your energy high is essential and collecting the milk bottles is the way to do it. But watch out for the sour ones! The full *Top Cat* game should be in the shops now!!

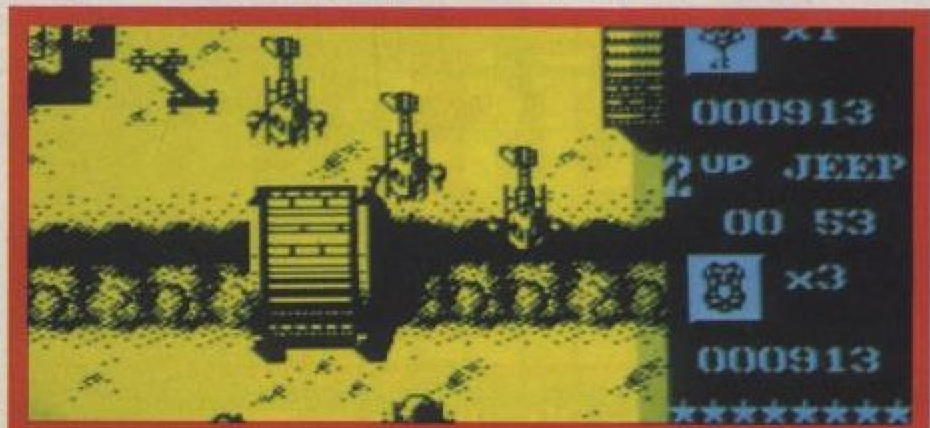
TOP CAT KEYS

To move Top Cat around the alley use: Q/up, A/down, O/left, P/right and SPACE/collect an object or hold SPACE down to enter object drop mode. In object drop mode a flashing cursor will highlight which object is selected. Move left and right to cycle through them and fire to drop or use it.

demo SWIV

• Superb 128K playable demo from Storm!

Take control of a jeep or a helicopter in Storm's **ultimate blaster *SWIV*. Tanks, enemy 'copters, armoured jeeps, jets and missile launchers are the easiest enemies you'll face — it's the end-of-level mega-death monsters you've got to watch out for!**



The game has been created and put together by programming team **Random Access**, the brains behind the smash hits *Saint Dragon*, *Silkworm* and *The Ninja Warriors*, and ace coder **Ken Murfitt** is the man in charge of the Speccy version.

SWIV is a one or two-player game. On the opening menu screen the left column corresponds to the helicopter controls and the right column to the jeep controls. Press H or J to switch the helicopter or jeep on or off. Press SPACE to start the action!

The helicopter's control is dead simple: up, down, left, right and fire — hold down fire for rapid fire. The jeep's controls are the same as the helicopter's except the jeep fires in the direction it's facing: but if fire is held down the jeep gun points in the same direction, regardless of the jeep's direction.

The countryside is swarming with enemy attack forces and the jeep has to avoid ground objects and the helicopter has to steer clear of all airborne attackers. Also, don't let the jeep crash into the bottom of the screen — instant death! The full game *SWIV* should be in the shops now, it's £9.99 on tape and £14.99 on disk. If you can't find it you can contact **Storm** at **The Sales Curve**'s office on 071 585 3308 — or get it through Auntie Aggie's **CRASH** Mail Order!

SWIVEL ON THIS!

Control the jeep or 'copter using keys: Q/up, A/down, O/left, P/right, M/fire, H/pause and continue, BREAK/abort game or plug a joystick (or two) into the ports at the side of your Speccy.

special audio track!



MEL CROUCHER'S CHRISTMAS PARTY!!

• Don't load it, listen to it!!

He's off his trolley! He's out of his tree! He's a few chips short of a full bag! Indeed — it's Mel Croucher**: the dottiest man in the Speccy world! And this is your exclusive chance to hear the man's deranged witterings in this comedy 'epic' *Mel Croucher's Christmas Party!***

Don't try loading Mel into your Speccy, he's not a program. *Mel Croucher's Christmas Party* is an audio track, so remove the ear/mic leads from the Speccy and listen to the crazy happenings at this festive gathering. If you enjouyed Mel's comedy don't forget you can hear him every week on your phone! Yup, just phone **0898 299399** and listen with glee to his **Computer Fun Line** (calls cost 44p per minute peak time, 33p per minute at all other times).

TAPE TWO STARTS HERE!



DIZZY 3 and a half INTO MAGICLAND

● **Corking mini-eggventure from CodeMasters!**

Dizzy is out in force again! Last month saw the release of the eggcellent *Dizzy 4 - Magicland* and now CRASH presents an eggstra-special mini-eggventure!

This game eggsplains how Dizzy found his way to Magicland: the main objective is to find the magic teleporter. But it's broken, so you'll have to fix the generator. Then there's Dizzy's son Danny, making his first appearance in a game, who's stuck up the tree!

It's a load of fun and isn't too tricky so you should be able to solve it without any hassles. Unless Wizard Zaks (Boo! Hiss! — the entire nation) drops in. For those who do get stuck you can phone the special **CRASH Tips Line** on **0898 555 086** and **DJ Nicko** will give the solution. Calls cost 33p per minute (off-peak times) and 44p per minute (peak rate). And, if you don't pay the phone bill, please ask the person who does!! Right, off you go...

EGGY CONTROLS

All the usual Dizzy controls: keys are Z/left, X/right, SPACE/jump, ENTER/pick up, drop. Alternatively, use a joystick in a Sinclair interface (port one for +2/+3).

NARC DEMO

● **Death-dealing 128K demo from Ocean!!**

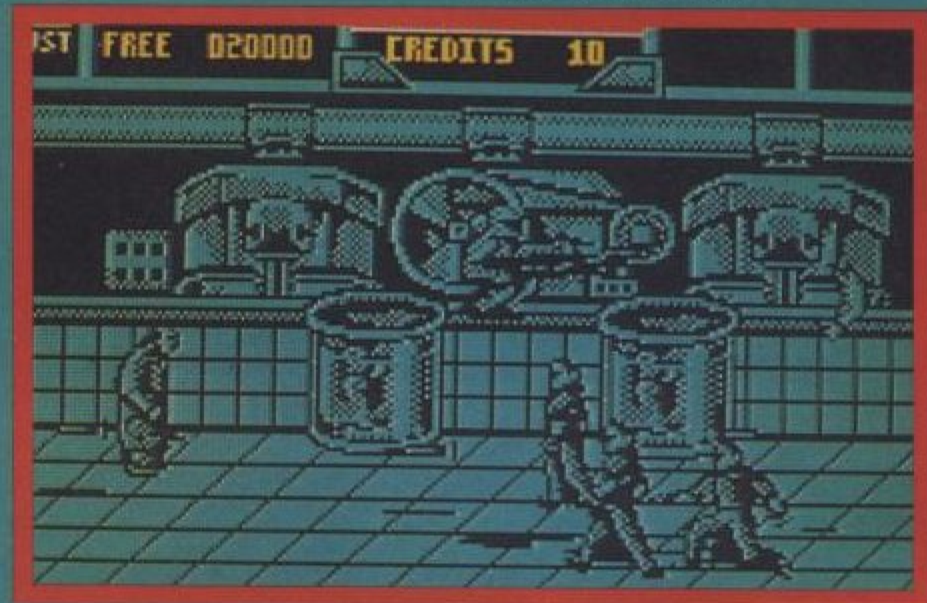
***NARC*'s the hottest shoot-'em-up around at the moment!** Ocean **took the coin-op, and the programming team at** The Sales Curve **have produced an award winning conversion that captures all the excitement of the arcade original! A CRASH Smash last issue with an amazing 95%, and now you get to play the entire first level!!**

Get ready to blast, shoot and generally cause mayhem on the streets, that's what the game is all about! Take control of your cop, either Hit Man or Max Force, and pump some lead into drug-dealing crims!!

Fight your way through the junkyard and arrest as many enemies as possible for those big bonus points. Collect loads of dropped bullets for extra rapid fire. The objective is to survive and locate the exit door leading to the pipeline (which you can't play 'cos that's in the full game — out now from **Ocean**!!).

DON'T GET NARCKED...

...Here are the controls! Keys are Q/up, A/dowm, O/left, P/right, M/fire, H/Pause, SPACE and up/player one jump, SPACE and down/player one crouch, SPACE and up (when crouching)/ player one stand, CAPS and up/player two jump, CAPS and down/player two crouch, CAPS and up (when crouching)/player two stand. All these are redefinable.



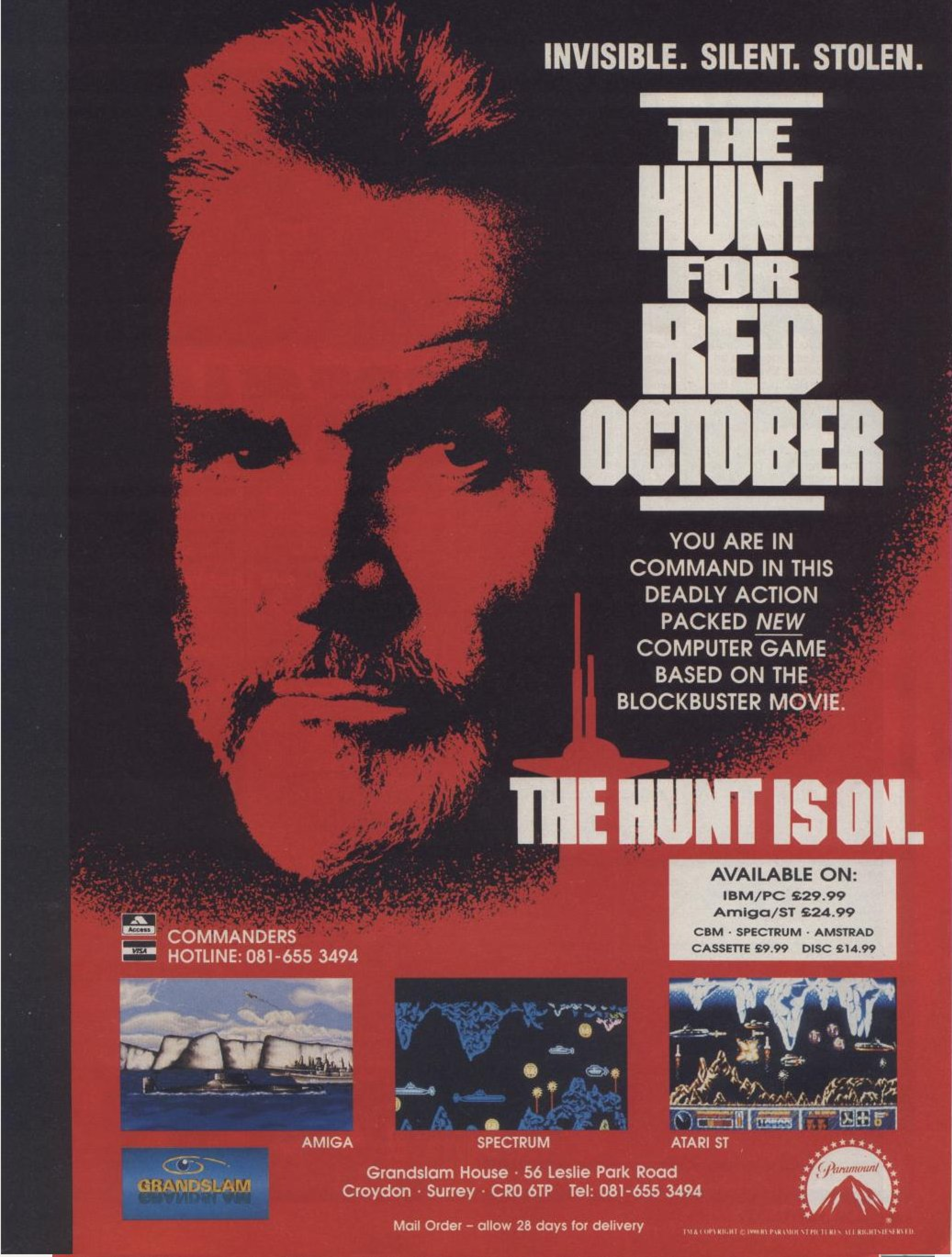
TALISMAN

● **Puzzle those dark nights away with this brain-blender from Terry Stygall!**

Is your fire-button worn out (oo-er!)? Has your joystick shaft gone wobbly ('hem, 'hem)? What you need is a game to get your brain in gear! And, blimey!, here's *Talisman* — a cunning puzzle game if ever there was one!

Talisman is a two-player game. What? Oh, you haven't any friends. That's okay, the Speccy can play the game — very well. But if you've got a friend sitting beside you select the 2-player option and away you go. Set the skill level — 1 for easy up to 6 for difficult. If you want you can also change the on-screen colours by choosing colour numbers.

There are two phases in the game: during phase one you simply load your six playing pieces around the outer edge of the board in any of the positions A, B, C, G, L, P, S, R, Q, M, H, and D. Just enter the


INVISIBLE. SILENT. STOLEN.
THE HUNT FOR RED OCTOBER
YOU ARE IN COMMAND IN THIS DEADLY ACTION PACKED NEW COMPUTER GAME BASED ON THE BLOCKBUSTER MOVIE.
THE HUNT IS ON.
AVAILABLE ON:
IBM/PC £29.99
Amiga/ST £24.99
CBM · SPECTRUM · AMSTRAD
CASSETTE £9.99 DISC £14.99
Access
VISA
COMMANDERS HOTLINE: 081-655 3494
AMIGA
SPECTRUM
ATARI ST
GRANDSLAM
Grandslam House · 56 Leslie Park Road
Croydon · Surrey · CR0 6TP Tel: 081-655 3494
Paramount
Mail Order – allow 28 days for delivery
TM & COPYRIGHT © 1990 BY PARAMOUNT PICTURES. ALL RIGHTS RESERVED.

GAME *thrills*

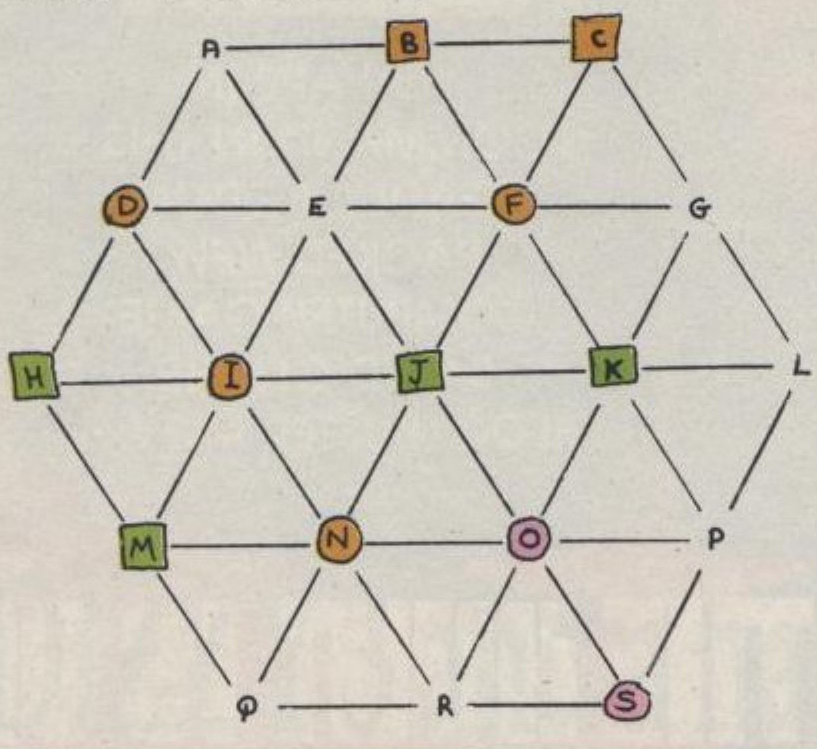
letter and press ENTER.

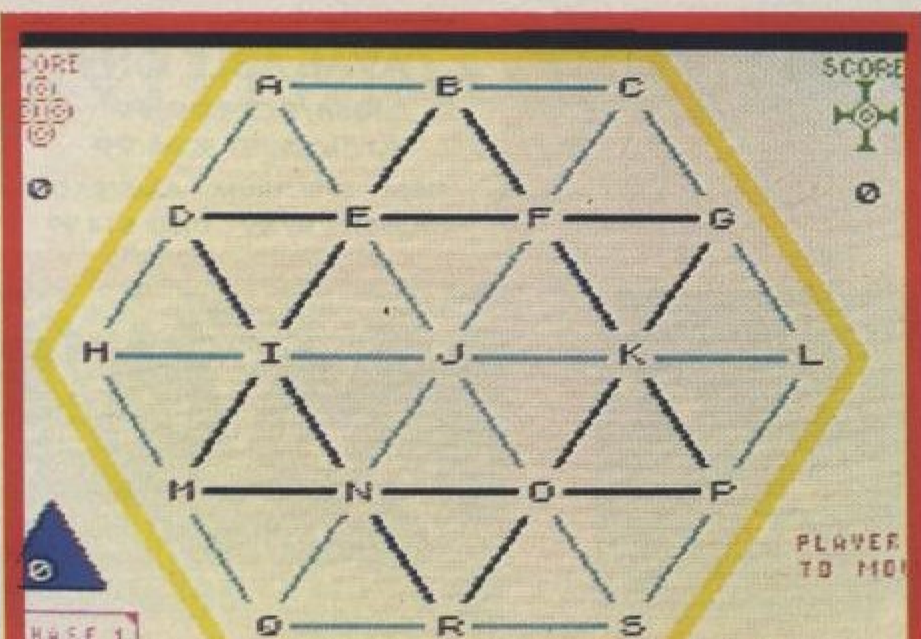
The real brainwork begins in phase two. Here your pieces are moved around the board. In the diagram, for example typing D E followed by ENTER would move the playing piece from position D to position E. There are two types of legal moves: i) a move to an adjacent unoccupied position and ii) a móve where you jump over your opponent's pieces, landing on an unoccupied position. Examples of legal moves for RED player in the diagram are: N to Q, S to R or I to L (jumping over J and K). Any piece jumped over is captured with a gain of 10 points.

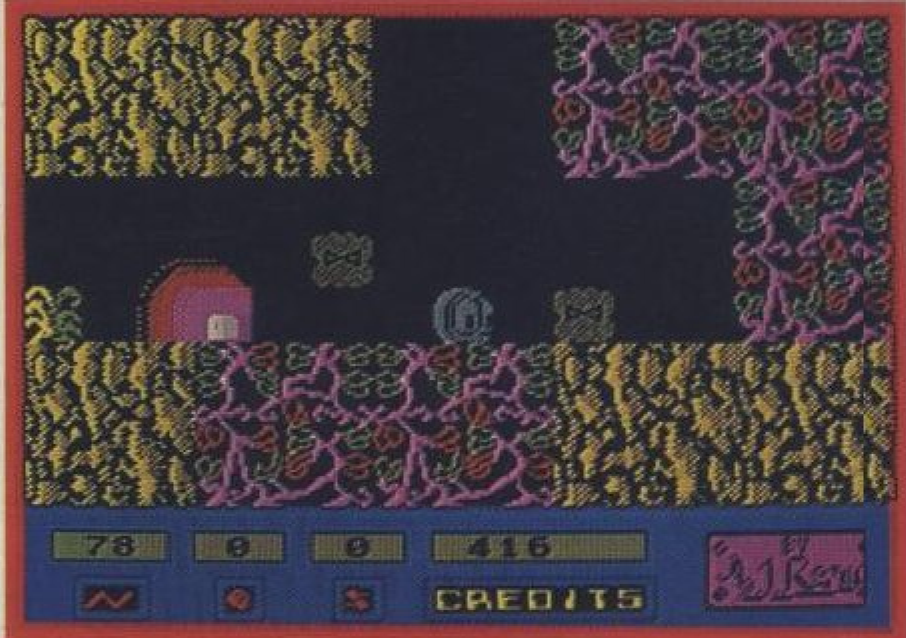
The best course of action is to attempt to occupy three positions that make the three points of a small triangle — you get bonus points. For example: a move from F to E would capture triangle D, E, I for RED and a jump from I to L would capture three triangles (FJK, JNO and JKO).

These small triangles make up larger triangles. For example: if you capture the triangles BEF, EIJ, EFJ and FJK this would give you control of the large triangle BIK with bonus points. The larger the triangle the bigger the bonus. The game ends when a player runs out of playing pieces or 20 small triangles have been captured and a winner is declared on the basis of points score.

Yes, yes — you all think it sounds impossibly difficult! It's not! Even **Nicko** worked it out on his first go (but lost to the Speccy). Haw! Haw!







SPECIMEN

● Crazy arcade antics from Psychaedelic Hedgehog Software!

★ The Hedgehog is back with another skill arcade adventure — packed with colourful graphics and groovy gameplay! It's time to meet a new Hedgehog hero: it's Blob the blob!

Blob is in a spot of bother. His spaceship — the blobmobile — has crash landed on the strange alien planet Curse. The planet Curse not only has some of the most colourful scenery anywhere but it's populated by the weird, wonderful and magically orientated beings known as the Foot and Mouth Beasts!

Avoiding the beasts as he races over the landscape and plunges into the bowels of the planet is the best course of action for Blob. He's armed with a laser gun which kills opponents. Firing the laser gun uses one unit of energy from a precious 100; and contact with a Beast depletes his reserves. To boost energy Blob has to eat magic potatoes, and so he can get back to his ship Blob needs all important Pass cards.

Specimen has around 200 screens of mayhem to explore. Blob can run to the left and right and, to move upwards, Blob has a very handy platform building machine. Pressing A activates this and constructs a platform immediately below him. Use it cleverly and you can travel pratically anywhere! Making a map of the vast network of tunnels is essential and if you reckon you've cracked it send you map and tips into **Nicko**!

CONTROLS

A/up A/make platform, O/left, P/right, SPACE and Z-M/fire. From the title screen press S to start game and press A to discover what else Hedgehog can offer you!

GETTING PSYCHAEDELIC

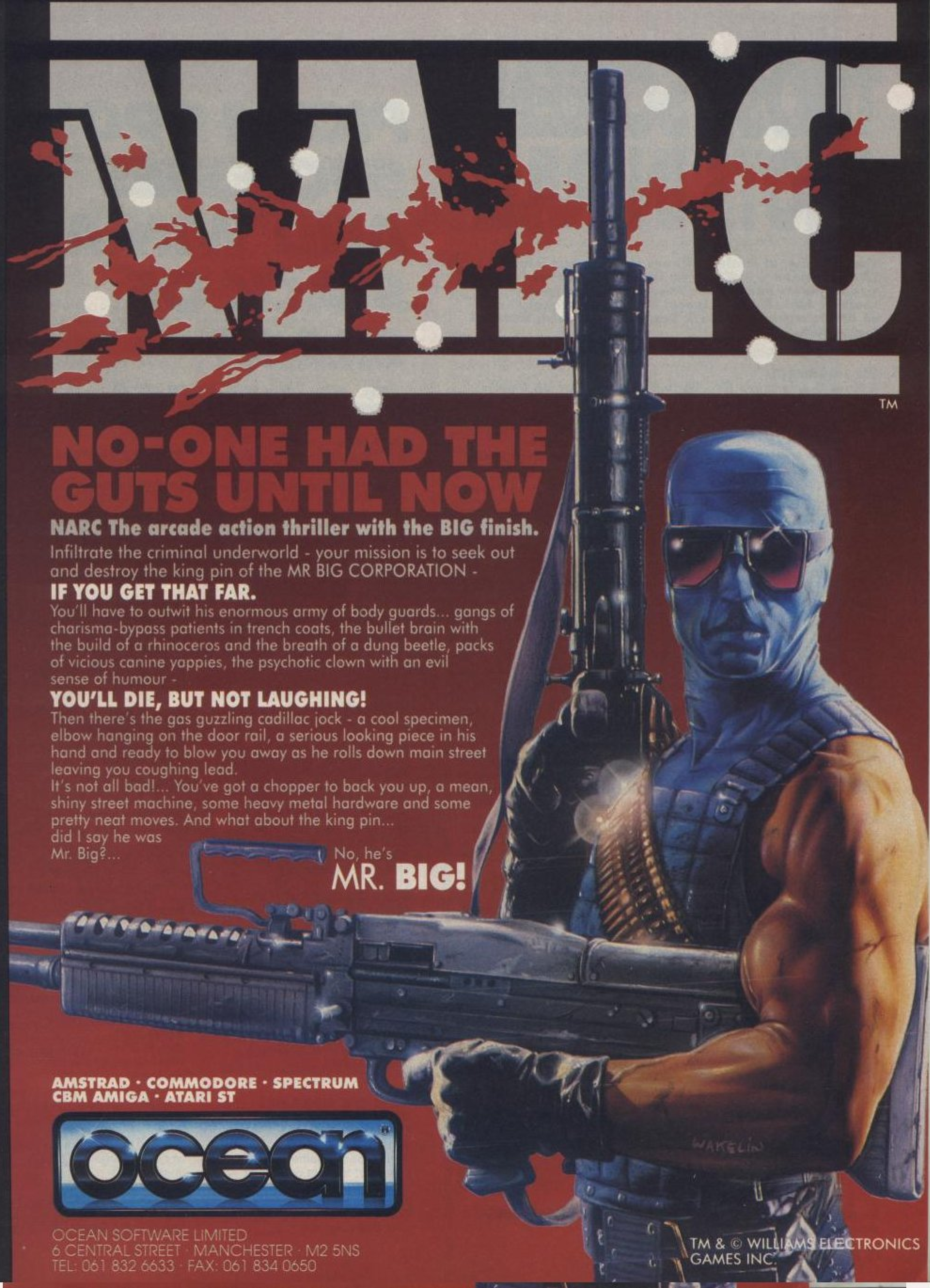
Psychaedelic Hedgehog Software is a software house currently operating on a mail order basis. Details on its games are on the loading screen and you can contact PHS by writing to: 55 Stanley Street, Ramsbottom, Bury BLO 9JG.

ATTENTION ALL POKE FANS! Check out what Graham 'Turbo' Mason has for you on Nicko's Tips pages starting page 55!

GET YOURSELF COVER MOUNTED!

If you think you've written an utterly brill game and want the Speccy world to play it, send it to us on cassette or disk with a letter explaining the game. If it passes the reviewers' test we'll put in on the Powertape, and you could be famous!!!

Check the coupon on page 30. It must accompany all entries!!!

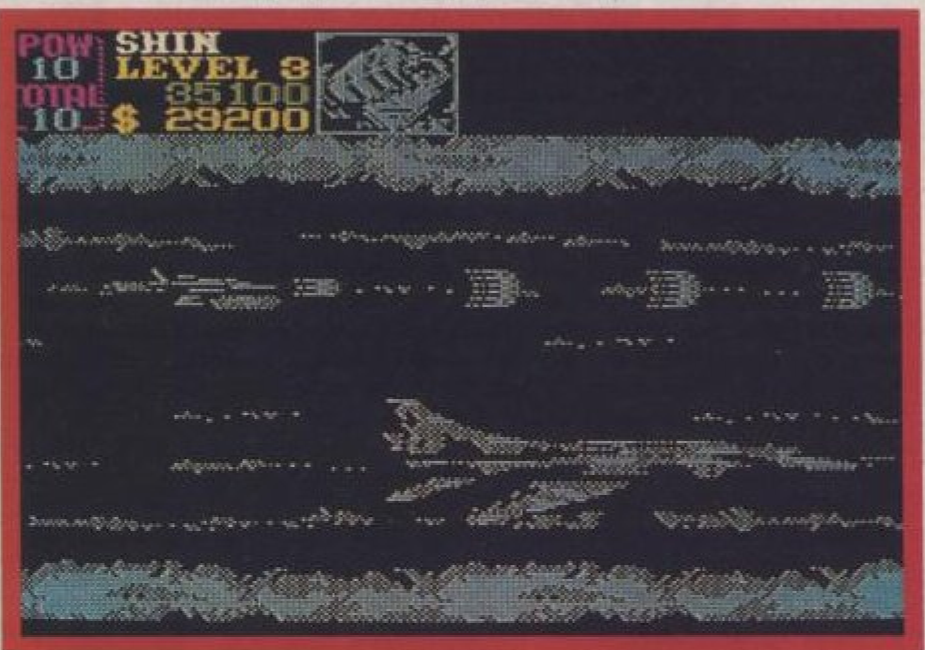

NARC
TM
NO-ONE HAD THE GUTS UNTIL NOW
NARC The arcade action thriller with the BIG finish.
Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION -
IF YOU GET THAT FAR.
You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour -
YOU'LL DIE, BUT NOT LAUGHING!
Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead.
It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big?...
No, he's
MR. BIG!
AMSTRAD · COMMODORE · SPECTRUM
CBM AMIGA · ATARI ST
ocean
OCEAN SOFTWARE LIMITED
6 CENTRAL STREET · MANCHESTER · M2 5NS
TEL: 061 832 6633 · FAX: 061 834 0650
TM & © WILLIAMS ELECTRONICS GAMES INC.
WAKELIN

YIKES! OOPS! UH-OH! CRIPES!
THOSE SCREEN SHOTS IN FULL!

The invasion of festive Olibugs into the last issue of CRASH caused a few upsets. Wrong screenshots in the wrong places and arcade screenshots in a Speccy review! All hell broke loose! Here's the proper shots of *UN Squadron* and *Kwik Snax*, games which suffered last month...

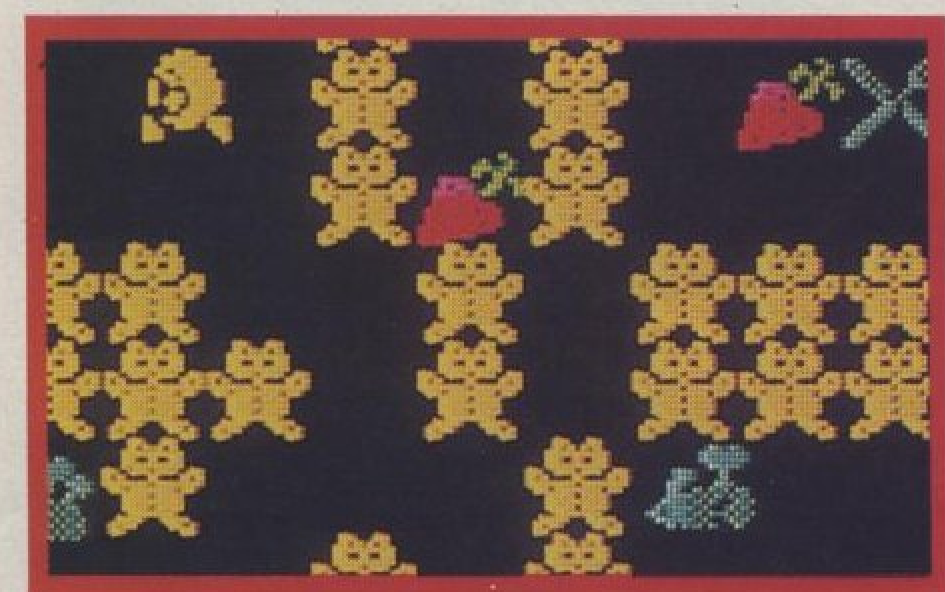
UN SQUADRON

■ Now this is more like it! In the review of US Gold's *UN Squadron* last month the picture planners got a bit carried away and placed arcade shots on the page instead of Speccy ones — the buffoons! This is what the Speccy game really looks like. *UN Squadron* scored an overall mark of 83% and the comment was 'A devilishly playable blast-'em-up to challenge the stamina of both player and joystick!'



KWIK SNAX

■ A sabotage mission by the evil crew of ZZAP! 64 magazine next door resulted in Commodore 64 screenshots of CodeMasters' CRASH Smashed *Kwik Snax* being printed! Yeek! They were just jealous of how wonderful the Speccy version is compared to the yucky old C64 version!



Hope that sets the record straight — we're not really dumbos!

PICK 1990'S SUCCESSES AND WIN A STACK OF CRASH GOODIES!

And there you have it. 1990 all over and done with! But what have been the high points in Speccy gaming? There have been loads of great games throughout the year — but which ones do you reckon are tops? Here's your chance to have your say in the 1990 CRASH Readers' Awards! There are 11 categories for you to name the winners in and we've given you a few suggestions to what you could vote for. This year we're awarding the winners our celebrated award for excellence — the Nicko! It's a bit like an Oscar in Hollywood, except for the spikey hair!

Not only do you have a chance to vote but we have TEN stacks of CRASH goodies to give away! In the stack you'll find a 12 month subscription to CRASH, a t-shirt and a cap! That's about £270 worth of prizes!! Yippee! Just fill in your choices on the voting coupon and send it to: NEWSFIELD, 1990 CRASH READERS' AWARDS, Ludlow, Shropshire SY8 1JW.

Get your voting forms in by January 20 and we'll announce the winners of the Nicko awards and the prize winners in a few issues time (Ooooo, you can hear all the software houses holding their breath!!)!

HOW THE STARS ARE VOTING

Between them Nick, Mark and Richard have played every Speccy game released this year! Here is what they reckon is the best of 1990 and a few other suggestions. But rememeber, it's your vote that counts!!

BEST GAME OVERALL

Nick ■ Oh, ah! Dunno! Chooor, I reckon *Shadow of the Beast*. It's an amazing achievement on the Speccy!

Mark ■ *NARC* is definitely my favourite: action packed!

Richard ■ *Pipe Mania* had me playing for ages but I reckon this month's *RoboCop2* is definitely the game of the year!!

Dan Dare 3 Virgin
Rainbow Islands Ocean
Fiendish Freddy Mindscape
Saint Dragon Storm
Dizzy 4 CodeMasters

BEST COIN-OP CONVERSION

Nick ■ Has to be *NARC*, it's really excellent!

Mark ■ Yes. Erm... *NARC* again. Technically and graphically one of best games ever! So close to the coin-op.

Richard ■ *Midnight Resistance*, is an excellent conversion!

Robot Monsters Tengen/Domark
Saint Dragon Storm
Iron Man Virgin
Golden Axe Virgin

BEST LICENSE (NOT COIN-OP)

Nick ■ *Monty Python*. Erm... Wild and wacky and full o' cheese.

Mark ■ *Robocop 2*, I'm really enjoying that at the moment.

Richard ■ Has to be the utterly wonderful *RoboCop 2* really, doesn't it?!

Spy Who Loved Me Domark
Night Breed Ocean
Lotus Turbo Esprit Challenge

Gremlin

BEST ORIGINAL GAME
Nick ■ *Night Hunter* — it's brilliant ! Lots of blood and guts!

Mark ■ *Dizzy 4*. All the Dizzy games have been good and this one was excellent. One of the best things **CodeMasters** have done.

Richard ■ Without a doubt it was *Pipe Mania*. That was easy wasn't it?

Turrican Rainbow Arts
Time Machine Activision
Vendetta System 3
Hostages Infogrames
Sim City Infogrames
Rick Dangerous 2 Microstyle
Shadow of the Beast Gremlin

BEST SAM COUPÉ GAME
Nick ■ Gotta be the *Multipack* — *Sam Strikes Out* was great, t'other game was crap.

Mark ■ *Defenders of the Earth* was great.

Richard ■ *Defenders of the Earth* made the most of the Coupé. It's the best of the bunch.

Mind Games 1 Enigma Variations
The Famous Five Enigma Variations
Pipe Mania Enigma Variations

BEST SPORTS GAME
Nick ■ Oooo, this is a difficult one. It's been a crap year for sport games. *Wacky Darts* is a good laugh.

Mark ■ *Oriental Games*, that was good. It's the only sports game that sticks in my mind.

Richard ■ Out of the flood of soccer games for the World Cup this year *Italy 1990* was fast and playable. I enjoyed that.

3D International Tennis Palace
Subbuteo Electronic Zoo
Adidas Championship Football Ocean
Adidas Championship Tiebreak Ocean

BEST ADVENTURE/STRATEGY GAME
Nick ■ *The Famous Five*. Why? Um. It's a jolly fine adventure! And it's got Timmy the dog.

Mark ■ *Lords of Chaos*, I liked the previous one. Hell! What was it? Oh, yeah, *Laser Squad*. So, I'll go for *Chaos*

Richard ■ Oh dear. What's everyone else said? *Really?!* I'll ask adventure expert Paul Rigby (goes off to make a phone call). Apparently it's *Axe of Kolt*.

Battle of the Bulge CCS
Rugby Manager Mastertronic
Doomsday Relion Software+

BEST GRAPHICS
Nick ■ *Shadow of the Beast*. Just as well defined as the Amiga version, the only thing lacking was colour.

Mark ■ *NARC* again. The Speccy graphics are just like the coin-op!

Richard ■ The graphics in *Teenage Mutant Hero Turtles* are so fast, so colourful. An excellent job!

RoboCop 2 Ocean
Rainbow Islands Ocean
Midnight Resistance Ocean
Rick Dangerous 2 Microstyle
Satan Dinamic

BEST SOUND
Nick ■ *Dizzy 4* — that was good. Sounded like Kylie! Swoon.

Mark ■ *Rainbow Islands* had a jolly, bouncy tune. Dum de dum de...

Richard ■ I'm useless at remembering tunes! *RoboCop 2* sounds very good. Yes, *Robo 2*, especially the sound fx.

Shadow of the Beast Gremlin
Rick Dangerous 2 Microstyle
Stormlord 2 Hewson
Pipe Mania Empire

BEST SOFTWARE HOUSE
Nick ■ Ocean can't win again! Not *again*. Erm... CodeMasters! Quality games at pocket money prices (if you get £2.99 pocket money).

Mark ■ CodeMasters, especially for the Dizzy stuff. He's been in four games. Erm, no it's more than that, (it's six actually, counting *Kwik Snax* and *Fast Food* —Ed) but each game is fresh and lively.

Richard ■ It's a tough one this year. No one has been exceptionally brilliant. Oh, go on then... Ocean. *Again*.

US Gold
Virgin
Gremlin
Domark
Mirrorsoft

BEST ORIGINAL BUDGET GAME
Nick ■ *Dizzy 4* it's gotta be! Even if it is only on compilation at the moment! It outshines everything for slickness!

Mark ■ I would say *Dizzy 4*, I'm not sure if that counts (Nick seems to think so! —Ed). I'll go for *Kwik Snax*. Very good fun.

Richard ■ Yeah, *Kwik Snax* — loved that game!

Olli and Lissa 3 CodeMasters
Little Puff CodeMasters
Prison Riot Players
Top Cat Hi-tec
Atom Ant Hi-tec

BEST READER/ POWERTAPE GAME
Nick ■ *Egghead 2*. It was fun and very playable.

Mark ■ *Talking Hedz* was great for testing the brain!

Richard ■ Easy — *Egghead 2*. I hope there's going to be a part 3!

Egghead
Surface Tension
Solaris
Breakpoint
Doomskulle
Cosmic Chaos
Déja Vu The Remix

BEST NEWCOMER
Nick ■ Hi-tec. Um. What can I say? Really good games, good licenses. They've come a long way in a year and released so me corking stuff.

Mark ■ Hi-tec for the same reasons as Nick.

Richard ■ Enigma Variations has put a lot of support into the SAM Coupé. They deserve something for *that*.

Storm
SAM Computers Ltd

WORST THING ABOUT 1990
Nick ■ It's tempting to go for the last one, but MGT going down the dumper was rather sad. Nice to see the old team resurfacing at SAM Computers.

Mark ■ I'll go for the top one. No, really... The worst thing was having to spend £50 on dental treatment after munching through 200 Wham bars!

Richard ■ I got really sick of all the soccer games in the summer. Bleuch! Yuk, yuk, hate!

Nick Roberts
Lack of Speccy software
Piracy
Teeth falling out after eating Wham/Tangy bars
Mark Caswell

Vote for the best!!

BEST GAME OVERALL..
BEST COIN-OP CONVERSION ....
BEST LICENSE (NOT COIN-OP)..............................
BEST ORIGINAL GAME ....
BEST ADVENTURE/STRATEGY ....
BEST GRAPHICS ....
BEST SOUND ....
BEST SOFTWARE HOUSE ....
BEST BUDGET GAME...
BEST NEWCOMER...
WORST THING ABOUT 1990 ....
NAME ....
ADDRESS...
....
..............................POSTCODE ....
T-SHIRT SIZE ....

could your favourite game win a nicko?!

PREVIEWS



Great Scott, Marty! It's the Fat Slags!

Back to the Future Part 3 and *Viz* have to be absolute hits for the software publishers who signed the licences. For Image Works *Back to the Future Part 3* has to be so good everyone will forget about the naffness of *Part 2* and for Virgin Games *Viz*, the game based on the comic, has to be rude, funny and playable. Both games are under control of one of the UK's leading development companies: Probe Software. The chap with the task of engineering the success of both games is Probe's producer Joe Bonar. RICHARD EDDY got on the CRASH blower to the man...

■ *Back to the Future Part 3*, **the game Probe is producing for publishers Image Works. This is level three (the one Joe thought was level two) where Marty chucks plates around. How practical.**



Joe Bonar is not your average boring programmer-turned-producer. He's a bit loopy in fact. He chortles at everything AND has this incredibly infectious laugh leaving you in a fit of giggles, unable to write down notes 'cos you're shaking so much. This is how the conversation began...

Phone gets picked up. 'Hello, Probe' says a voice on the other end of the blower. Hello, it's Richard at CRASH — is Joe there? 'HELLO!!! Ho! Ho! Ha! Ha! Hur! Hur!! It is he speaking!!! Hur! Hur! You alright? Hur! Hur!' Get the idea? C'mon Joe, what's this *Back to the Future Part 3* game about? 'Okay, y'seen the film?' Erm, no. 'Ho! Ho! Har! Har! This is gonna be good, i'n' it?! Right it's the wild west around 1885 and Doc's about to fall in love with this woman called Clara.' The local school mistress? 'Hur! Hur! Yeah, that's the one. So, in the first part of the game you play Doc and you've gotta meet her. Except, she's on this runaway stage coach that's about to fall down a deep ravine. The screen scrolls horizontally and Doc's on a horse trying to catch up with her. BUT!! (Hur! Hur!) You have to make the horse leap obstacles and avoid being shot by the cowboys and injuns that are giving chase! The next bit...'

What, is this level two now? 'Hur! No, still first level. So, you've managed to save Clara but now you've gotta get into town. There's a vertically scrolling bit going down the canyon, the injuns and cavalry are still fighting it out, then another horizontal scroll bit going towards the town and to end the first level another vertical scrolling scene in the town — and you still have to avoid being shot by anyone.'

So, that's level one. What's in level two? 'Right, you're playing Marty now. You're standing in the streets, displayed in static 3D, on the edge of the town fair. Bufford (that's the 1885 version of Biff) is about to shoot Doc in the back, which you have to prevent happening. So, you grab a tin pie-plate from the pie stall and bung it at Bufford and knock the gun from his hands. Then it's an all out shoot out as Bufford and his cronies turn on you and begin shooting! The only defence you have is the pie plates



■ **Fulchester's disco from *Viz*. That's Johnny lying down in the middle. He's been knocked down by one of the Fat Slags doing her Bananarama dance!**



■ ***Part 3* again. Now, this is the shooting gallery bit. You can tell that because there's a gun. Shoot the ducks and anything else!**

and basically, all you have to do is survive!!'

So, Marty hasn't got a gun? 'No! He gets that in level two!!' Erm, but wasn't all that level two? 'What? Oh! Yeah! Erm, no! No! Haw! Haw! Haw! I've got it all wrong: that was level three! Sorry!' Buffoon. So all that with pie plates is level three. What actually happens in level two then? 'Okay. Now that's a shooting gallery. It's pretty simple really — Marty grabs the gun and has to shoot as many objects from the town fair's shooting gallery as possible. If he shoots enough objects he earns the respect of the townsfolk and gets to keep the gun.' Why doesn't he use it in the street scene of level three? 'I dunno, he's probably dropped it or something! Hur! Hur!'.

And so, finally, we reach level four. 'Right, you've saved everyone so now you have to help Marty and Doc get (sings) 'da-daaa-da-daaa-deeeee!!' (shouts) BACK TO THE FUTURE!! Yippee! Haw! Haw! This level is quite involved. You need to get the time-travelling car in working order again. Doc has attached it to a train which is travelling along a long straight piece of track. But to get it up to that all important 88mph Marty, who you control, has to run along the top of the train collecting Presto blocks to get the engine roaring! There's eight to collect in all and it's tricky because as the scenery zips along you have to avoid any flying objects like sticky out tree branches and birds.' Blimey! 'That's not all! Hur! Hur! Bufford and his gang appear and start shooting, the train engineers aren't too impressed with your behaviour either and chuck spanners — it's chaos! And guess what your weapon is?' Not pie plates again! 'Ha! Ha! Ha! Yeah — pie plates!! When you've collected all eight blocks the train's engine begins to go mental and you have to get through the jets of steam, leap into the car and go Back To The Future!!'

Who's programming the game? 'Programming the Z80 version (that's Speccy) is Keith Burkill who's a ruddy amazing programmer " a veteran!' What's he done before? 'Loads! Ha! Ha! Can't remember what though; but he's great! Then there's Nick Cook doing the graphics — he's great too! And, hur! Hur! I'm producing it! Me! Joe Bonar! For Probe! Yeah. Oh, and I'd better say the film's copyright UCS/Amblin. Okay? Har! Har!'

YOU ARE ENTERING A RUDE WORD ZONE!

Viz is a very popular comic that's, basically, very rude. Tell all, Joe. 'Oh! This game is ace! Ha! Ha! We had no constraints when designing this game, so we went mad! Ha! Ha! We thought, hang the offence as long as it's funny. What's the point of doing a Viz game if it's not rude, nasty, and all that? Haw! Haw! Hurrr! We've gone for an arcade style game and the player can control any one of three famous Viz characters. Pick from Biffa Bacon (the violent northener), Johnny Fartpants (there's always a commotion in his underpants) Ha! Ha! Hur! Heeeeee! Or Buster Gonad (and his unfeasibly large testicles (ULTs))! The game starts with mini-games to decide how powerful each character will be when the action gets going propper. There's, like, Johnny's High Altitude Farting game, Biffa's Pint-drinking game and Buster using his ULTs in a paincake factory! Ha! Ha!

'If you've done really well Johnny gets super guff power, Buster uses is ULTs as a super space hopper (Haw! Haw! Heee!!) and Biffa just gets very violent! The main game is a race through Viz-land. You start iin the countryside, go into the park, where you have to annoy the Parkie by walking on the grass. Hee! Heee! That's great! Go into the Viz town of Fulchester avoiding Mrs Brady the old lady who tries to stop you with her shopping trolley. He! He! Then it's into the building site where Biffa's father works — he's completely off his trolley, sooo violent! And Shakin' Stevens is there too, singing his awful songs! Haw! Haw! You go to the beach where the Pathetic Sharks are playing beach ball with something that looks a lot like an old deep-sea mine! Hee! Har! Har! It's really funny! And there's the disco where the Fat Slags are dancing! Ho! Ho! Hur! Haw! Haw!' It sounds completely mad! 'It is! Ha! Ha! It has to be else it won't work! Oh, and in the status panel Roger Mellie (the man on the telly) gives a commentary of your progress throughout the game in his usual style! Har! Har!' You mean he's incredibly rude? 'Yeah! Ha! Ha! Ha!'

How rude is it? How far does, say, the swearing go? 'All the way to the top! It's not unnecessary. It's part of Viz's success — being rude, but only when it's funny. You'll find the word...' (can't print that -Ed) '...and....' (can't print that either -Ed) '...and there's even a few...' (nor that -Ed) '...in it too! Right...', says Joe getting all sensible now, '...there will be a warning on the packaging about the game's style and content, but the artwork on the box is not rude or embarrassing. It's filthy inside though! Har! Har! Haw! Haw! What you have to remember is that Viz is a good laugh and the game will be too. Also remember that Probe is developing it! Har! Har! Gettit?! Probe... a quick probe!! F'nar! F'nar!! Make sure you say that when you write this up. Write Probe a lot of times! Har! Har!'

■ **This is the park bit in *Viz*. That's Buster in the middle of the screen. Johnny is just to the right and Biffa, sitting, is at the top left-hand side of the screen. F'nar! F'nar! (Eh? -Ed).**

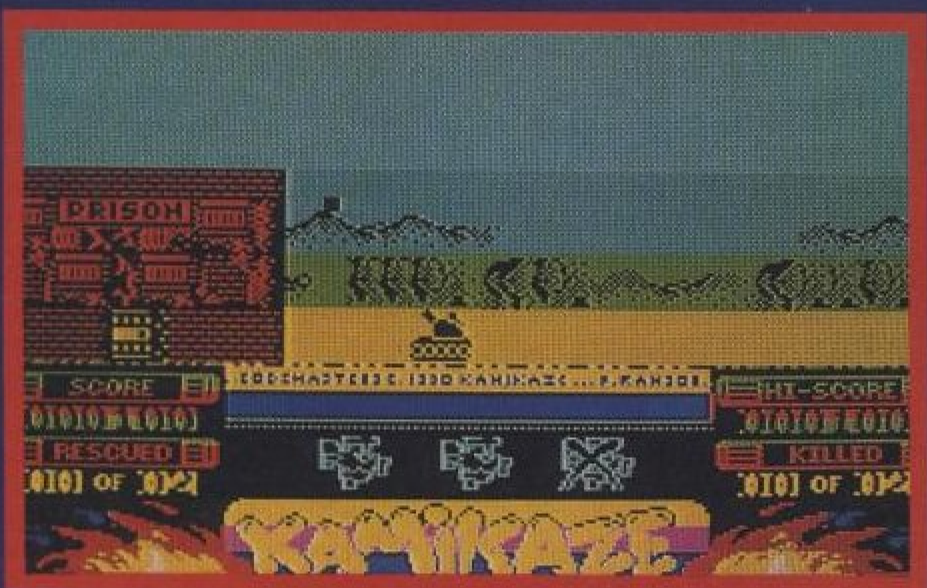


Scorching onto your screens for 1991 come a whole host of Speccy games packed full of thrill power! Just take a look at some of the highlights!

DANGER PLANE!

● KAMIKAZE

Does this look like a horizontally scrolling plane game? Well, *yeesss*. But, and you don't need to be any Sherlock Holmes here, as the cunning title suggests this flight/combat game coming soon from **CodeMasters** has a lethal twist! The objective is to guide your small plane along a set trajectory and straight into a castle wall, in doing so releasing hostages being held within. Yup, that's right. Smash straight into it! Yeeek! You'll need to have a few tons of explosives on board, so shoot down other planes and collect the ammo they drop, and watch out for the soldiers, equipped with missile launchers, on the ground! For those of you who are completely potty, *Kamikaze* should get your giggle-fits going as there are loads of humourous touches — shoot a parachutist's chute and watch the poor chap flap his arms in vain before plummeting to his death! Look out for *Kamikaze*, it's hitting your local shop soon! *Literally*.



WOTTA PLONKER!

● SLIGHTLY MAGIC

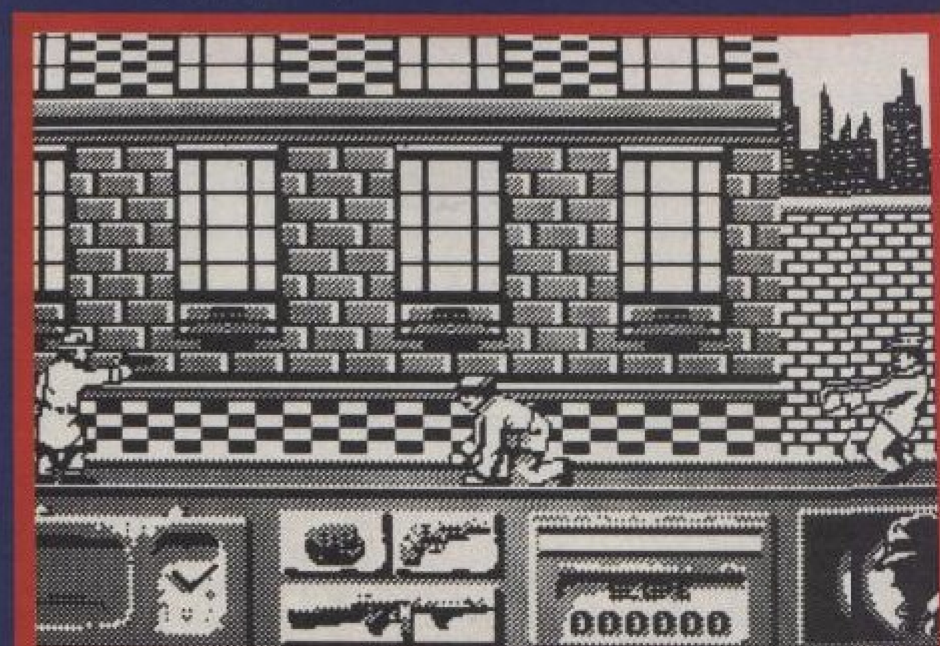
A big 'Hi-de-di' and a 'Hang-dang-doody' to **CodeMasters**' wizardly hero: Slightly (known as Slightly because he's only slightly magic!). Star of this graphically groovy cartoon arcade adventure, Slightly's objective is to rescue a beautiful princess from the clutches of sunburnt (that's what it says on the news release —Ed) dragon. The gameplay's a bit like the *Dizzy* games — explore the huge map, collect objects, discover what objects do what... With some help Slightly may be able to perform a few magic tricks. There are plenty of spells scattered around the playing area, but which objects do you need to make 'em work? That's up to you to work out! Complete a magic potion and Slightly can not only transform other characters into things but transform himself into a fish (helpful on the underwater bit), or bird (to take him sky high)! The magical land of Slightly is stuffed with mythical characters: you'll meet a witch, a giant, a trio of small mischievious dragons (Hick, Snort and Frazzle) and a big momma dragon called Zip. Programmer **Colin** *'Rock Star'* **Jones** has been working on the game for six months, so it's bound to be a corker. *Slightly Magic* should be appearing in your shops (as if by magic) now.



THERE'S AN INTERESTING NAME

● DICK TRACY

With **Madonna**'s soundtrack LP *I'm Breathless* having enjoyed more popularity than the actual movie **Dick Tracy**, maybe **Disney Software** should have produced a game of the soundtrack! Imagine — levels entitled *Hanky Panky, Spank Me* or *Treat Me Like I'm a Bad Girl*. But, sorry pervies, the game *Dick Tracy* is an arcade adventure with lots of blasting. Sort of *RoboCop* 1930s style! Playing Tracy, your objective is to round up members of Big Boy Caprice's gang. There are five big levels, with sub-levels in each, and you belt along the streets shooting down any attackers to reach a gang member hiding out at the end of the level. The scrolling scenery takes you onto the streets, into the Ritz, into gangster Pruneface's favourite jewellers, up on the rooftops and finally ending up in the gang's warehouse. **Disney** say there's a lot more to the gameplay than just running along shooting. You have to work out which of the many collectable weapons (machine guns, hand guns) are best suited to each level, especially when dealing with the more vicious gangsters who lob petrol bombs from speeding cars and from the shadows. Reckon you're tough enough? Check *Dick Tracy* out when it's released any time now.



THE ARCADE BRAIN





"Puzznic has some very
addictive gameplay
Early levels provide a nicely graduated introduction to an
utterly compulsive game
EASILY ONE OF 1990'S BEST PUZZLE GAMES" ZAPP SIZZLER

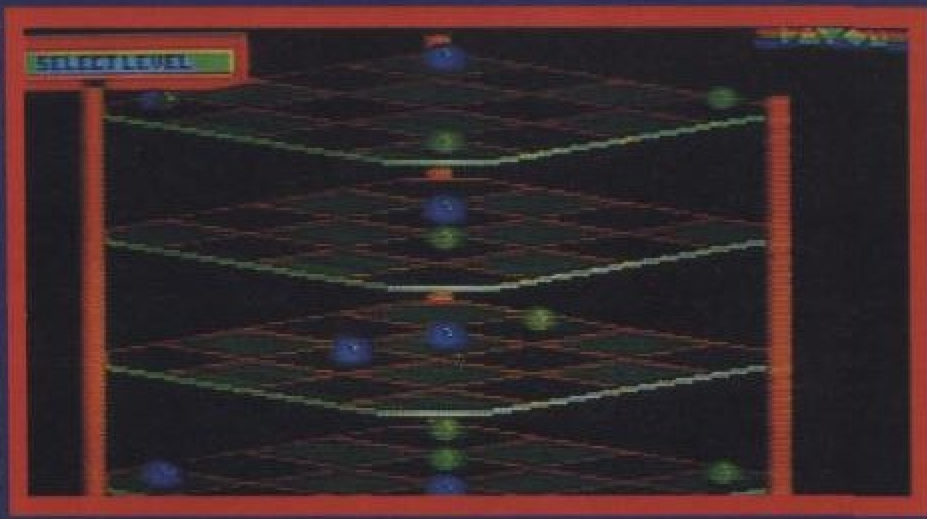


"Just about as puzzle gamey as they come..
this is a class act alright
Right from the start this game
oozes a certain elegance" YOUR SINCLAIR

BRAIN DRAIN AGAIN

● MIND GAMES II

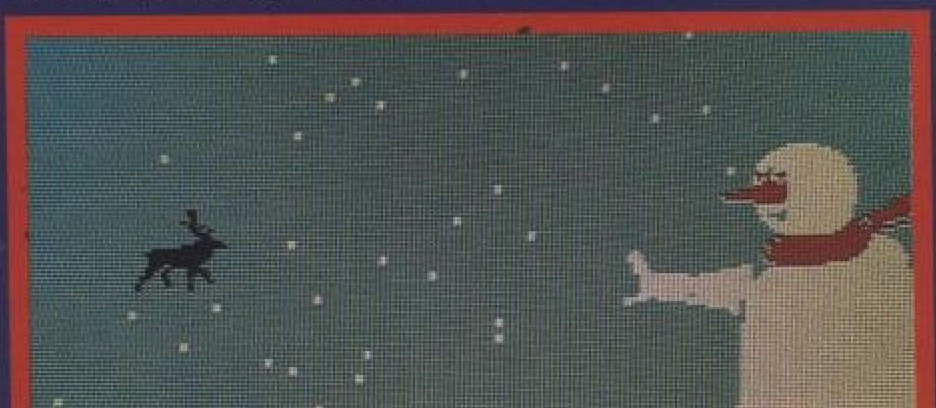
For those SAM Coupé owners who like having their minds twisted **Enigma Variations** have the sequel to *Mind Games I*, cunningly titled *Mind Games II*! The pack has four new games ranging from a sliding puzzle to 3D Connect Four style game. *Flip-It* is a kind of computerised Othello. You have a grid of 8x8 and you need plenty of skill and forward planning to win. The second game is *PixSaw*, a version of the cheapo sliding puzzles you can pick up at any toy shop. There are six pictures with an amateur and expert mode to play in. The difference being that the amateur mode divides each screen into four puzzle bits instead of eight. *Quintet* is a game played with five dice along the lines of Yahtzee (who was unfortunate enough to own the board game?). Finally *Line-Up* is a kind of Connect Four played in 3D, using marble-like spheres instead of counters. You just place your colour of marble anywhere on the four grids that make up the game, the first to get four in a line wins! *Mind Games II* is set to hit your Coupé any time now at the price of £11.99.



CHRISTMAS LARKS

● YOU ARE SANTA CLAUS

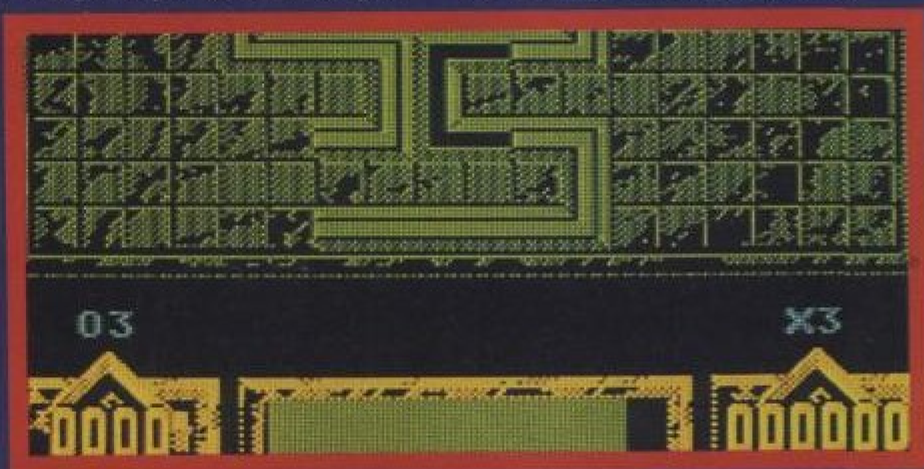
Zeppelin Games is the only company to really get into the swing of Christmas with this fun little game, *You Are Santa Claus*. No blood, guts and violence in this (sorry to disappoint you). The naughty pixies have put a spell over all the toys Santa had been busy getting ready for the big night. Weird things have happened and the only way you, as Santa, can put them right is to return the toys back to normal by hurling mince pies at them. *You Are Santa Claus* promises lots of fake snow, snowmen and realistic mince pies that will make your mouth water. Mr Claus will be yo-hoing on a Spectrum near you at the meagre price of £2.99 round about now. This is one game that can't afford to be delayed until the new year!!



ON THE TILES

● LOOPZ

Audiogenic is going on the rampage at the moment! We've had *Exterminator*, *Helter Skelter* and soon it's latest puzzle game is hitting the shops — *Loopz*. Similar in looks to *Pipemania*, the idea is to place different shaped tiles on the playing grid in the time span allotted (which is not very long). But instead of flooz flowing through the shapes you must form a loop, the larger the better (more bonus points). Often shapes need to be rotated to fit a space, and once a loop is completed it is cleared from the screen. If the grid is completely cleared of loops a bonus is awarded, but you won't belive how difficult that is to achieve! The two-player option allows you to pinch useful shapes from a mate! It looks good fun so far, but it's bound to turn the majority of players into gibbering wrecks! Expect to see a review very soon, if the reviewers stay sane!!



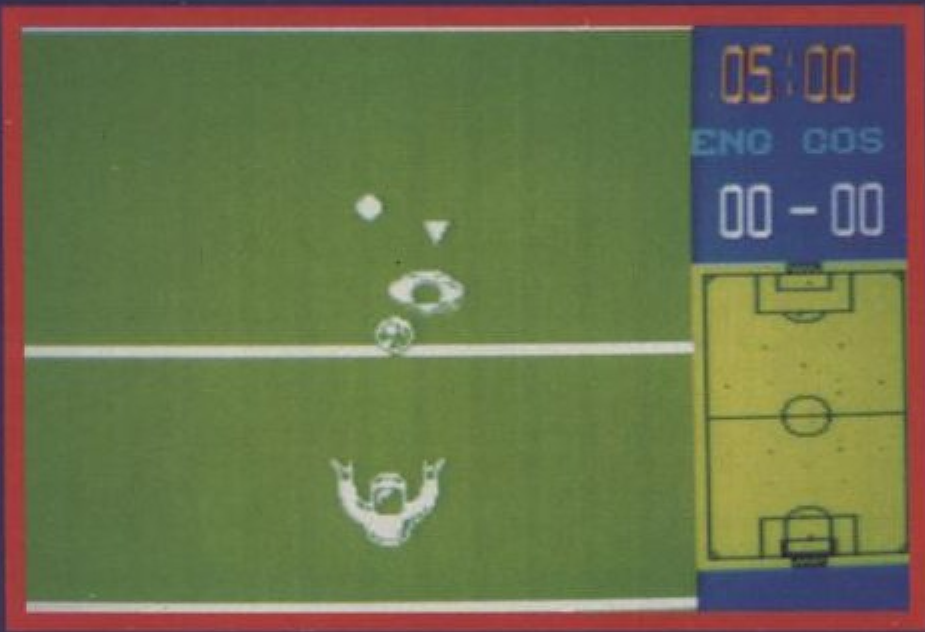
SAM BLASTING

● SPHERA

Sphera is the game that all SAM owners have been waiting for. This is going to make the world sit up and take notice of Mr Coupé. Hopefully...

It's a shoot-'em-up with full screen parallax scrolling and some of the largest mid-level and end-of-level monsters ever to been seen on an 8-bit computer. With graphics running at 25 frames per second and incorporating 16 colours, stereo sound and many powerful weapons to be used, *Sphera* certainly sounds hot! Because of the vastness of *Sphera*, **Enigma Variations** have decided to release the game on disk only — with over 400K of graphics a tape version is not possible, unless you like lots of multi-loads! Planned for a release when the programmers finish it (!) *Sphera* will set you back £14.99 (disk only).



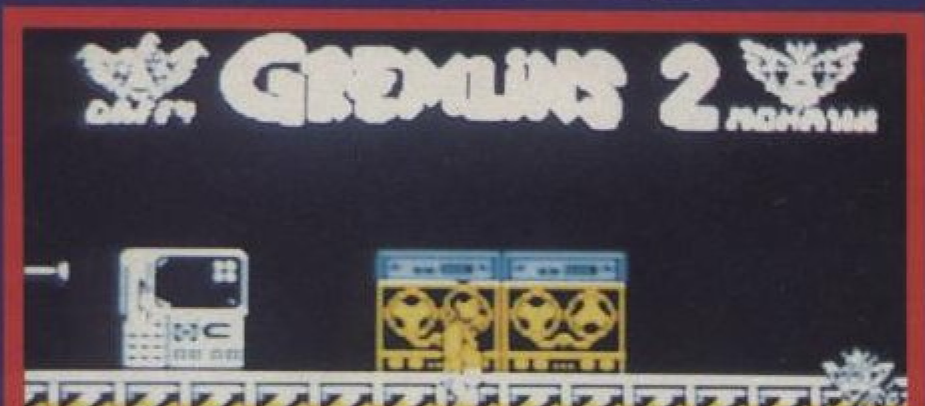


SEGA SOCCER

● WORLD CHAMPIONSHIP SOCCER

By the time you read this, **Elite**'s conversion of **Sega**'s *World Championship Soccer* should be sitting on the software shelves. Programmer is **Mark Crane** of Elite's in-house team **Movietime**, who previously wrote *A Question Of Sport* and *Mike Read's Pop Quiz*, but *World Championship Soccer* promises to be more action packed than his other games! The game features all the usual footy options including a choice of twenty five (yes 25) team countries, a choice of players in each team, the chance to fiddle with individual player's attributes (!), two pitch views ('Bird's eye' and 'On the pitch'), the usual throw-ins, corner kicks, headers and a two player option. Look out for the review next month!

LITTLE HORRORS RETURN!



● GREMLINS 2

They're back, and this time they've gone up in the world! New York is the setting for *Gremlins 2* the next game from **Elite**. Billy and his girlfriend Kate are working in Clamp Plaza, a huge skyscraper, that is invaded by the evil Gremlins. Of course, Gizmo is the unwilling father of these horrid creatures who are even nastier this time round because someone's been fiddling with their genetic make-up! Billy has to travel through the corridors of Clamp Towers chasing and killing the Gremlins before sun rise. If he fails the fate of New York is in the hands of the Gremlin hordes, but armed only with a torch (because Gremlins hate bright light) Billy boldly goes forth. The Gremlins appear in many different forms and travel around on pogo sticks, skateboards, jet packs and even rockets! Find out next issue if Billy can save the world as we know it. If he can't there'll be trouble!

FIFTY YEARS AGO...



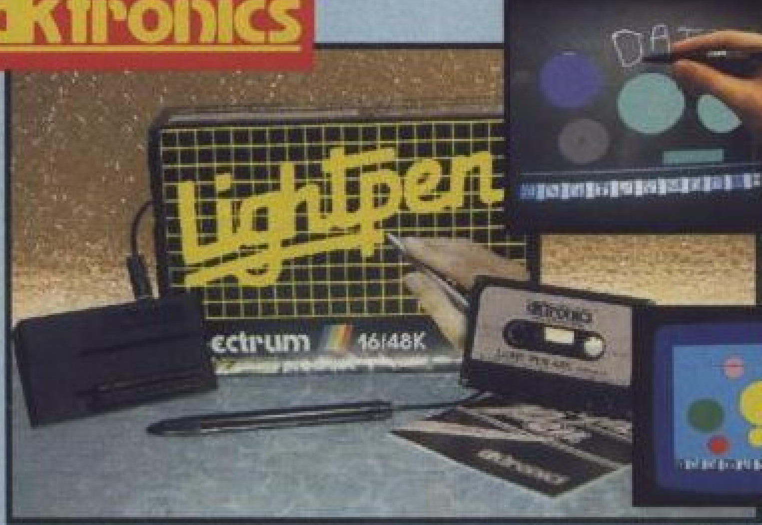
● CRETE 1941

It was on May 20 1941 that the first wave of elite German paratroopers of the 7th Fallschirm-Jäger Division dropped on the Island of Crete. **CCS** now chart the course of that horrific campaign in *Crete 1941* where the German losses were so high that Hitler decreed that paratroopers should only be used in an infantry role in future. *Crete 1941* is a one or two-player game where you, with or without a pal, can choose to play General Student the leader of the German attack, or General Freyberg the head of the small but determined allied defence team. Game features include parachute drops, airlifted reinforcements, convoys, evacuations and hidden simultaneous movement. Invading a shop near you soon, *Crete 1941* is priced at £12.95 on cassette and £14.95 on disk.

What's in store for February? Will software houses go into winter hibernation? Will we have to wait till Easter? Find out in next month's preview...!

DATEL ELECTRONICS

dk'tronics



Lightwriter™

- Very easy to use - all functions are selected from on-screen instruction.
- Fully Menu driven. Choose inks, papers, erase, fill, etc.
- Top quality interface and lightpen unit complete with software (cassett).
- Save/Load screen images that you have created with your Lightpen.
- Complete with full instructions on it's installation and use.
- Highly reliable design - many thousands have already been sold.
- This unit is attractively styled in computer colours to integrat perfectly with your computer system
- Animate several screens in the computer's memory.
- Comes complete, ready to go. Plugs neatly into rear of Spectum.

COMPLETE SYSTEM
LIGHTPEN/INTERFACE/SOFTWARE ONLY £15.99



RAM music machine



- It's a full sound sampling system allowing any sound to be recorded digitally into the computer RAM. Once stored, the sound can be replayed at different pitches with many varying effects.
- It's an echo chamber & digital delay line. Create some very interesting effects.
- It's a two voice music/sound synth.
- The Music Machine can also be used as a drum machine - eight drum sounds are already provided for you, but you can easily produce more of your own.
- The extremely powerful software allows you to compose tunes from individual bars of music. You can edit your creations on screen & Save/Load sounds, instruments & rhythms.
- Fully MIDI compatible. The Ram Music Machine supports full MIDI In, MIDI Out & MIDI Thru.
- Output through your Hi-Fi or Headphones. Comes complete wth microphone.
- Use a full size MIDI keyboard to play the Music Machine.
- Sounds produced by the Music Machine can be mixed with a MDI synthesiser's own sounds.
- On screen Sound Editor can produce MIDI data from your own compositions.
- Various sampled sounds are provided in order to get you going.
- No other product can offer so much in one unit - it's the TOTAL SOLUTION!!

THE RAM MUSIC IS PROBABLY THE MOST EXCITING MUSIC ADD-ON AVAILABLE FOR ANY COMPUTER!!

ONLY £49.99

FOR THE BEST MUSIC ADD-ON AVAILABLE FOR THE SPECTRUM

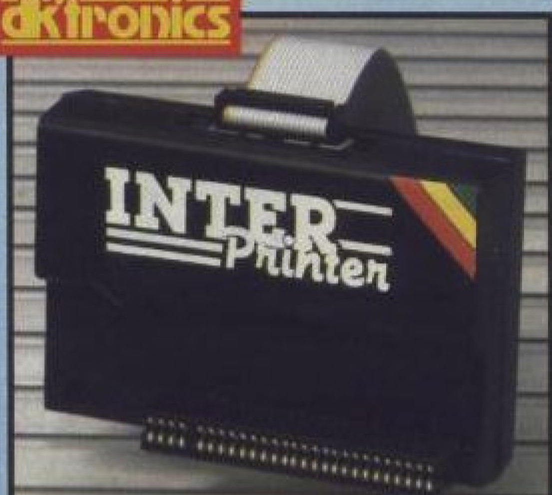
SPECDRUM



- **Now you can turn your Spectrum into a real Digital Drum Machine.**
- SpecDrum from Cheetah Marketing is a superb plug in device that produces "real" drum sounds via it's unique digital system.
- On screen menu driven drum kit makes composing drum sounds easy for anyone to do!
- Just plug the output into your Hi-Fi, cassette player, etc. and thats it - your Spectrum is a drum kit!!
- Comes complete with DrumKit Sound plus extra DrumKit and Kit Editor Program (worth £9.99) absolutely FREE!!

ONLY £14.99

dk'tronics



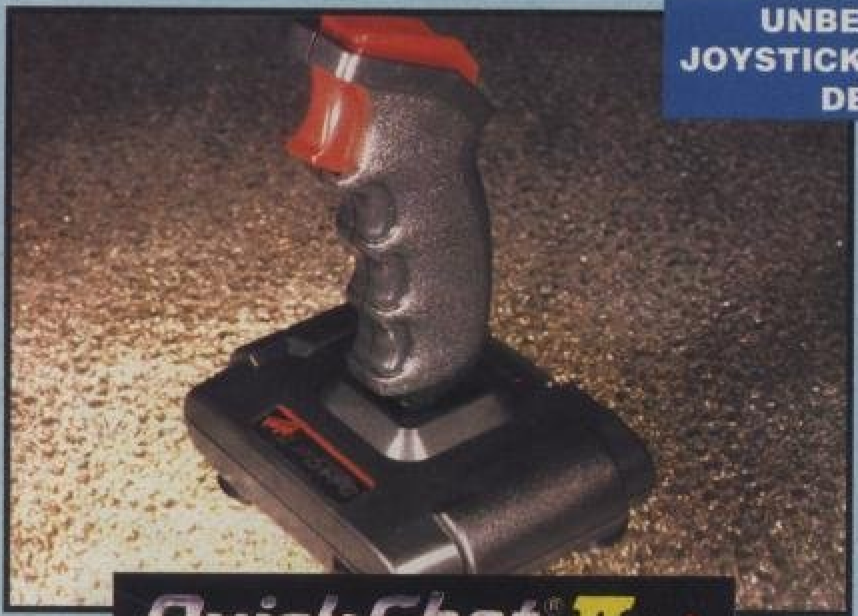
PARALLEL/CENTRONICS PRINTER INTERFACE

- Now you can connect most full size parallel printers to your Spectrum.
- Fully re-locatable controlling software (cassette).
- Supplied with Interface with most software using the printer channel e.g. Tasword, Devpac, etc.
- LList, LLprint supported & HiRes screen dump (Epson).
- Comes complete with printer cable -- no more to buy!

ONLY £19.99

DATEL ELECTRONICS

UNBEATABLE JOYSTICK/INTERFACE DEALS





QuickShot® II plus

- Probably the best selling joystick in the world. Over 15 million sold.
- Trigger and Top Fire Buttons for extra quick action.
- Four suction cup base to facilitate one hand action.
- Auto Fire feature - switch on/off.
- Superbly styled with extra long lead.

ZIP STIK SUPER PRO JOYSTICK

- "Tripple action" Auto-Fire makes this probably the world's fastest rapid fire joystick!
- Eight way Micro switches for greater precision and higher scores.
- Superbly styled with extra long lead for comfort whilst playing.
- 12 month guarantee. 90% British made.

JUST LOOK AT THESE JOYSTICK/INTERFACE DEALS!!



STANDARD (KEMPSTON) INTERFACE

SAVE UP TO 40%

- Full Kempston compatibility.
- Superbly styled.
- Fits snugly into your Spectrum (all models).
- Accepts all joysticks with standard 9 pin plug.
- Supports rapid fire.



RAM TURBO DUAL INTERFACE

- The Ram Turbo is a Dual Port Interface accepting up to 2 joysticks.
- Supports all formats - Kempston, Cursor and Interface II.
- Built-in reset switch with player option for two player games.
- Works with any standard 9 pin joysticks including rapid fire.
- Superbly styled to match your Spectrum (not suitable for +3).

OFFER #1
JOYSTICK INTERFACE PLUS QUICKSHOT II
ONLY £13.99

OFFER #2
JOYSTICK INTERFACE PLUS ZIPSTIK
ONLY £18.99

OFFER #3
RAM TURBO INTERFACE PLUS QUICKSHOT II
ONLY £18.99

OFFER #4
RAM TURBO INTERFACE PLUS ZIPSTIK
ONLY £22.99



RAMPRINT™

THE ULTIMATE PRINTER INTERFACE WITH BUILT-IN WORDPROCESSOR... NO SOFTWARE TAPES TO LOAD!!

- Works with most any full size Centronics printer.
- Huge range of printer driver options for maximum compatibility.
- Software on ROM - just power up & go!
- Even has built-in joystick interface (Kempston).
- Comes complete with printer cable - no more to buy.

PLUS A SUPERB WORD PROCESSOR...

- Not only are the printer drivers in ROM - the RamPrint even has a wordprocessor built-in!! Just power up & type.
- Full range of wordprocessor commands without the need to load anything.

ONLY £34.99 NO MORE TO BUY!!

HOW TO GET YOUR ORDER FAST...

Access

TELEPHONE (24 Hrs) - 0782 744707 - CREDIT CARD ORDERS

VISA

WE WILL DESPATCH YOUR ORDER QUICKLY & EFFICIENTLY TO ENABLE YOU TO START RECEIVING THE BENEFITS OF YOUR PURCHASE WITHIN DAYS, NOT WEEKS. ORDERS NORMALLY DESPATCHED WITHIN 48 Hrs. UK ORDERS POST FREE/EUROPE ADD £1/OVERSEAS ADD £3. PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE. CALLERS WELCOME - Please reserve goods by telephone prior to visit. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO...

DATEL ELECTRONICS LTD.,

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND
TELEPHONE SALES ONLY 0782 744707 FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

Views ● News ● Comics ● Classifieds ● Winners ● Compiled by Lloyd Mangram

LIVE CIRCUIT

Okay, where's the snow? Who's had it? Where's it gone? How do you expect me to bemoan being caught up in the Shropshire blizzards if all we get are a few clouds? What's the world coming to? DJ Nicko got his Turbo Nutter Sledge XRi poised at the top of the steepest Ludlow hill and waited. He's still there now, gazing into space waiting for the first snowflake to fall. No doubt the snow won't arrive until I've planted my first few flower bulbs in the spring and it'll kill off all the shoots. Hope you're all enjoying your festive hols — if you have time to drop me line after ploughing through the ton of action on the Powertape, then be quick about it! The address is: NEWSFIELD, Lloyd Mangram's Forum, CRASH, Ludlow, Shropshire SY8 1JW. Who's going to scoop this month's £40 of software for letter of the month? Read on...

PHEW! 1990!

Dear Lloyd
Every year somebody says 'Oh, this is the last year for the Spectrum' and this year *I'm* saying it. Well, look back at 1990 and what have we had? A pretty dismal trickle of games from February to November. Nothing has really sparkled and, apart from *Midnight Resistance* and *Pipe Mania*, I haven't been impressed with the games I've bought. I think what upset the applecart this year was the World Cup. Nearly every software houses' major release from Spring into Summer was a football game. **US Gold**'s *Italy 1990* was decent, but the rest were wasted efforts (though I bet they brought in plenty of cash for the software houses).

However, here we are in November and the software market appears to be going manic for Christmas. In your Christmas Biggies guide I was surprised how many games will be out for the festive season. This is what I think will happen in the future: Software houses will restrict themselves to releasing major licensed games at Christmas with a smaller burst of releases for the Easter holidays. And the number of games being released will get smaller and smaller as 16-bit software and console software popularity grows — selling at around £25 it's obviously a better investment for the software houses than a £10 Spectrum cassette which can be easily pirated.

Guess what's on my Christmas list this year? A **Sega**! I'm not chucking out my Spectrum as I still enjoy some games and I'll still be buying **CRASH** because I think it's great and I like the section of games on your Powertapes. But it's time for me to join the Japanese revolution and get a taste of the consoles.
Andrew Potts, Brighton

Despite your valid points, I still say the Speccy has a lot of life in it yet, even if the amount of full-price software being published is diminishing. Budget software is currenty riding high and selling more units than full-



price, and it looks set to continue this way with both rereleases and original product flooding in. So, stick with your plan, and don't chuck out your Speccy because 1991 may hold a few very pleasant surprises! And just to make sure you don't desert us, I'm sending you a £40 software voucher to spend on Speccy games...
LM

TRANSFER TROUBLES

Dear Lloyd,
I have a Speccy +3 disk and cassette. The problem is that I don't know how to record my tapes on to my disks. My instructions are useless and my Mum and Dad haven't a clue. Can you help?
Ryan Ingram, Wokingham, Berskshire

If you're talking about game cassettes you have bought it is illegal to copy them onto disk without the programmer's or copyright holder's permission. All games have protection systems in the program to prevent copying. However, if you want to transfer a program that can't be transferred by the normal BASIC method as detailed in your manual, and you have permission to do so, a very useful plug-in utility is the Multiface 3 **from** Romantic Robot **— you can find details in the advertisements this issue.**
LM

FIVE ON SPECCY?

Dear Lloyd
In November's issue there were a lot of SAM Coupé games like *Five On Treasure Island*. I would like to know if they can be played on the Spectrum +2? Also, I am interested in buying a modem. I can get one for £50 but I can't get the software for it. Please can you help?
Craig Martin, Ipswich, Suffolk

Good news, Craig! Enigma Variations have just decided to publish a Speccy version of *Five On Treasure Island*! The adventure should be ready for February and will be published in a cut-down 48K version and a full-scale 128K version, both versions complete with graphics. For modem information the company you need to contact is Micronet **and the phone number is 0442 237383.**
LM

WHATS'S THE +

Dear Lloyd,
I bought the +2 Speccy last year after the tragic death of my poor 48K model. I thought that would mean better games and graphics. Well of course, that's not the case at all, as I've noticed, with software houses often using up the extra memory for sound FX and music. How about sacrificing some of this music for better games?
Nicholas Davies, High Wycombe, Bucks

Up until now every piece of software has had to be compatible with the 48K and the 128K. The advantage so far has been that multi-loads are not such a problem on the 128K because it can hold so much more code. However during 1991 expect to see an increase in 128K-only games; Ocean is releasing *RoboCop 2* and *Navy S.E.A.L.S.* as 128K-only games and I expect other software houses will follow suit.
LM



■ Ho! Ho! Look out girls, it's DJ SICKO! A £10 software voucher is on its way to Gregory Knight from Southport.

SMART SCART

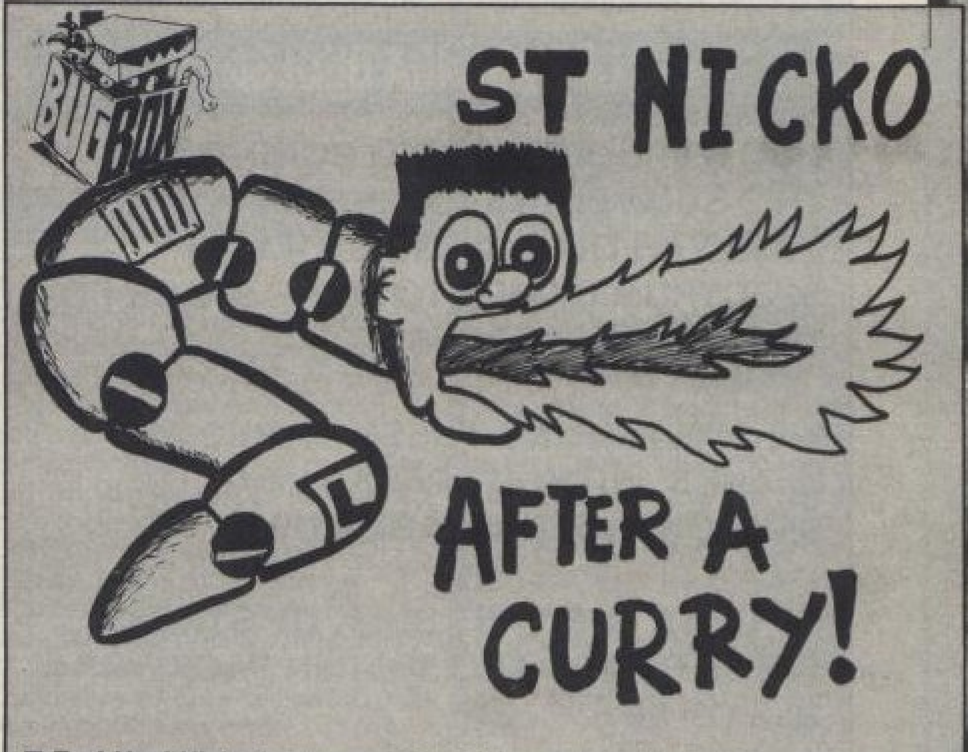
Dear Lloyd
Reading **CRASH** for the first time I saw a +2/+3 SCART lead advertised. Can you tell me if this lead will connect a +2A Spectrum to a normal TV, or does it need other plugs?
I imagine many other computer users would be interested in your answer.
George Blain, Bootle, Merseyside

A SCART lead is only useful to your Speccy if your TV has a SCART connector at the back. The advantage is that you'll get a far better display on the screen than you would using just an aerial connector. The SCART lead is available from Sinclair Supplies **and you can get additional information on 0332 291219.**
LM

I WANT A SOFTIE!

Dear Lloyd,
I would love my letter to appear on your exciting and fun-filled pages. Back in the old days (about three or four years ago) a fabby computer cassette called *Softaid* was released for the Spectrum. Recently my sister (who is now serving eight years in my bedroom cupboard) broke it. WAAH! I am desperately desperate to buy either that or the two cool games off it: *Jack and the Beanstalk* and *Kokotoni Wilf*. I am willing to pay anybody three pounds for *Softaid* or three pounds each for the other two. Any offers? The gentleman at the back, is that a bid? Please write to me.
Jo Standing, 4 Firshaw Road, Meols, Wirral, Merseyside L47 5BE

Couple of classic games! Don't make 'em like they used to... When I were a lad... Yibble.
LM



■ Tee! Hee! Nicko becomes Saint Nicko after a dragon -sized portion of curry! A £10 software voucher is in the post to: Steven Oldland from Lichfield.

Castle Computers

NOW TAKEN

CASTLE COMPUTERS
2 WILLIAM CLOWES STREET
BURSLEM
STOKE-ON-TRENT
ST6 3AP
TEL: 0782 575043

All orders under £5 require 75p towards P&P. Over £5 P&P is free. Any game not released will be sent on day of release

COWABUNGA DUDES!

DUE TO POOR TRADING CONDITIONS THIS SUMMER WE ARE BEING FORCED TO CLEAR OUR LARGE STOCK OF SPECTRUM GAMES TO MAKE SPACE FOR THE XMAS RELEASES.

WE ARE SELLING THESE GAMES AS BLANKS, WITHOUT PACKAGING, TO SAVE ON OUR POSTAGE COSTS.

TO MOVE THE VAST BULK OF STOCK, THESE GAMES ARE SOLD IN PACKS OF 20'S OR 50'S.

20 GAMES ONLY £9.99 + £1 p&p (That's only 50p each)

ALL GAMES ARE DIFFERENT.

OR

50 GAMES ONLY £19.99 + £1 p&p (That's only 40p each)

PLEASE NOTE: THESE GAMES ARE SOLD AS BLANKS DO NOT RETURN FAULTY GAMES.

SPECTRUM SPECIALS

Mutant Hero Turtles	8.99
Golden Axe	8.50
Robo Cop 2	8.99
Night Breed	8.50
Off Road Racer	8.50
Sim City	9.99
Rick Dangerous II	7.50
Strider II	8.50
Hostages	8.99
Pang	8.50
Monty Python	7.50
Spy Who Loved Me	7.99
Chase HQ 2	8.99
Kick Off 2	7.50
Turrican	7.50
N.A.R.K.	8.99
Snow Strike	8.50
Sly Spy	8.99
Total Recall	8.99
Gremlins II	7.99
ESWAT	8.50
UN Squadron	8.50
X-Out	7.50
Z-Out	7.50
New York Warriors	7.50
Line OF Fire	7.50
R-Type	2.99
Kick Off	3.99
Out Run	3.99
Rick Dangerous	3.99
Ghostbusters II	3.99
Hot Rod	3.99
Myth	3.99
Run The Gauntlet	3.99
Crackdown	3.99
E-Motion	3.99
Licence To Kill	3.99
Dynasty Wars	3.99
Fallen Angel	3.99
The Cycles	3.99

SPECTRUM SPECIALS

Foremost Sport	2.99
Foremost Action	2.99
P47 Thunderbolt	3.99
Scrambled Spirits	3.99
Dragon Spirit	3.99
Mikey	2.99
Predator	2.99
Fox Fights Back	2.99
Head Over Heals	2.99
Target Renegade	2.99
Rastan	2.99
Hysteria	2.99
Virus	2.99
Exploding Fist +	2.99
Match Day II	2.99
Ghosts & Goblins	2.99
Crazy Cars	2.99
Ikari Warriors	2.99
Platoon	2.99
Combat School	2.99
C Yega's Flight Sim	2.99
Skate Or Die	2.99
Gilbert	2.99
Savage	2.99
WC Leaderboard	2.99
Pac Mania	3.99
Rex	2.99
Dynatmite Duo	2.99
Australian Fball	2.99
Vixen	1.99
Druid 2	1.99
Batman Movie	6.99
Shadow Warrors	6.99
Midnight Resistance	7.99
Judge Dredd	7.99
Wonder Boy	2.99
Cybernights	1.99
Time Machine	6.99
Lords Of Chaos	6.99
Barbarian 2	3.99

Title/item	Price
Total Cost £	

For all orders under £ Please add 75p P&P

Name ....

Address ....

....

....

Tel No ....

CR01

Proprietors: S.A and R.A Beech

ERM, 'SCUSE ME

Dear CRASH,
On the SAM Coupé hotline I heard that a computer magazine was saying that the Coupé is a Spectrum. I saw an article in Issue 82 saying 'the Plus 2 is still a sizzling success and coupled with the SAM Coupé will take Spectrum computing into the future.' Does this mean that the Coupé is a Spectrum? Or are you saying the Plus 2 is a good computer? Please answer.
Craig Anderson, East Kilbride, Scotland

Right, for the last time... The Coupé is not an advanced Speccy. It's made by SAM Computers Ltd **and not Amstrad which produce the Sinclair range. However, a selection of Speccy games are compatible and will run on the Coupé using the utility tape supplied with the Coupé. And the +2 *is* a good computer!**
LM

FOREIGN FUN 1

Dear Lloyd,
I am a computer amateur living in Hong Kong. You may be wondering why I can write in English. This is because I am Canadian and also I belong to an ESF (English Schools Foundations) school. I have bought one of your **CRASH** magazines (issue 61) and have read it through with interest.

I am taking a course on computer studies and I am not permitted to use my IBM for games. This is the reason why I am very interested in the Sinclair ZX Spectrum. I have read that it has a good range of games and programs. I may have bought the +3 if I lived in England but in Hong Kong the +3 is not on sale. I would be grateful if you could send me some circuit diagrams of the +3 and some information of the monitor/TV it adapts to, the joysticks used, memory storage etc. as I would like to try and make my own +3 at home. I would also like a list of the parts needed as I may not be able to obtain all of the parts in the computer shopping center I go to.
Aaron Yeung, Hong Kong

There's nothing like a simple request, is there? And this is nothing like a simple request! To make your own Speccy you'll need: a lot of black plastic (pulling the outer casing from a TV set and nailing it together in a Speccy shape will do). You'll also need a disk drive: an old fish fingers box (12 pack) will do. And you can make disk from the lids of little round margarine tubs. Inside the +3 is a lot of chips, a 60p portion from your local Fish 'n' Chip takeaway should do the job. Failing all that I should give up as there are no kits or specifications with which you could make your own Speccy. Check out the advertisements in this issue for how to buy a Speccy from Britain.
LM

FOREIGN FUN 2

Dear Lloyd
I am a buyer of your fantastic **CRASH** magazine. Lately a tape was added to it, including several interesting software computer programs of which recently I received the last one of them (No 75) which was specifically loaded by a game called *Rockfall*, and I wish that you supply with games, a kind of Sub Saving Command Program allowing me to reduce the time of On-switch of my Sinclair apparatus: this in order to save time and reduce the consumption of power, and the

LIVE CIRCUIT

overheating resulting from maintaining the machine working for long periods to say more than three continuously hours (3 days) without interruption, which is a must in case we want to reach the Zenith of this sophisticated logical and interesting hierarchy of game structure, originating from a master mind well able to build a new generation of games in the near future.
Nicolas G M, Alexandria, Egypt

I don't know about all this 'reaching the Zenith of a sophisticated logical and interesting hierarchy of game structure, originating from a master mind' stuff. Do you mean pause mode when you say sub saving command program? I think it is H for pause in *Rockfall*, isn't it? Anyway, good luck with your new generation of games. Don't go near any powerful pyramids for a while, okay Nicholas?
LM

HI-FIRE!

Gotta high score? We want to know about it! This is Hi-fire where you can announce your high score to the Speccy universe! Every month we'll be pulling a name from the Hi-fire hat each month and awarding the lucky scorer $40 worth of software!! So, play mean and get yourself a high score and send it, with a photo of yourself if possible, to: NEWSFIELD: HI-FIRE, CRASH, LUDLOW, SHROPSHIRE SY8 1JW!!

BATMAN (MOVIE)
91070 Chris Hoiman, North Yorkshire

SPY HUNTER
231240 Robert Davies, Walsall

GHOST BUSTERS
61700 Robert Davies, Walsall

GUNHEAD
299730 Iain McClusky, Keighley, West Yorkshire
2080,000 J Turner, Halifax, West Yorkshire

HEAD OVER HEELS
63800 Luke Frankland, Salisbury, Wilts

ATV SIMULATOR
27920 Luke Frankland, Salisbury, Wilts

RAINBOW ISLANDS
2132940 Mark Stevens, Camberwell, London
437020 David Pegg, Cambridge

SURFACE TENSION
1400000000 David Pegg, Cambridge

SOLARIS
3,200,000 Jonathan Green, South Humberside

TRAP DOOR
600300 Jonathan Green, South Humberside



Oooo! Look! It's Brains out of *Thunderbirds*! No it's not, it's **Jonanthan Green** from Cleethorpes, South Humberside with whopping scores on *Solaris* and *Trapdoor*! And, after a rummage in the prize-picking bin, Jonathan wins this month's £40 software voucher!!



Looking like a younger version of wassname out of New Kids On The Block, it's **David Pegg** from Cherry Hinton, Cambridge with high scores on *Surface Tension* and *Rainbow Islands*!

MEGA DIY PULL-OUT POSTER!

Check out the centre sections of CRASH and you'll see what look like disjointed bits of an Oli painting plus US Gold and SEGA logos, parts of a calendar etc. Don't fret! They're all part of a giant poster for you to stick together and put on your wall!

Just undo the clips in the centre and ease out the four spreads, neatly trim off the white edges and stick them together carefully, using sellotape on the back — and hey presto! The poster is ready to go on the wall!

CODEMASTERS' HATTRICK

● Perky budget software house **CodeMasters**' is having a rum old time of it! At the end of October the Gallup charts placed the **CodeMasters** games *Guardian Angel*, *Quattro Adventure* and *Quattro Combat* as the three top-selling games in the UK, giving them chart positions one, two and three respectively! Now, that's pretty cheery news, but then in the



thrilling ('hem, 'hem) 'Value of units sold' chart **CodeMasters** took the number one slot which means they're selling more games than any other software house! 'Blimey!', cooed CodeMasters spokesman **Mike Clarke**, 'It's completely brilliant, isn't it?!!' He then went on about product range... exremely playable and highly polished games... top-quality... blah de blah... But we didn't listen to that.



LIVE WIRE

MICROSORT

COMPUTER SERVICES
68 Chalmers Street,
Dunfermline,
Fife. KY12 8DG
Tel: (0383)620708

COMPUTER REPAIRS

SPECTRUM 48K	£14.00
SPECTRUM 128K + 2, +2A	£22.00
SPECTRUM 128K +3	ASK

PRICES INCLUDE VAT, RETURN POSTAGE AND PARCEL INSURANCE.

SPECTRUM REPAIRS

48K PLUS REPAIR	£16.50
48K RUBBER REPAIR	£15.50
48K PLUS MEMBRANES	£11.00
48K RUBBER MEMBRANES	£6.00
41/6 MEMORY 1c	£0.70
4164/4532 MEMORY 1c	£2.60
280 CPU 1c	£2.60

MINIMUM ORDER £5 PRICES INCLUDE VAT AND POSTAGE

R.A.ELECTRONICS (CR)
133 LONDON RD SOUTH,
LOWESTOFT SUFFOLK
NR33 0AX TEL:0502 566289

AT LAST
SPECTRUM SPARES
AT REALISTIC PRICES
All prices include post/packing, handling and VAT

ULA 6C001	£14.99	SPECTRUM K/BOARD MEMBRANE	£7.99
128K ROM	£11.99	SPECTRUM K/BOARD MAT	£8.99
Z80A	£2.99	SPECTRUM K/BOARD TEMPLATE	£6.49
7805 REG	£1.49	SPECTRUM + MEMBRANE	£9.99
4116 RAM	£1.99	MODULATOR	£9.99
SPEC PSU	£10.49	S/MANUAL	£22.99

Remember all prices include P&P, handling and VAT
Full spares list available/Trade enquiries welcome
Access/Visa or Postal Order Cheques.
SPECTRUM REPAIRS £9.99 + PARTS + CARRIAGE + V.A.T.

ELECTRONIC SERVICES

176 VICTORIA ROAD WEST, CLEVELEYS, BLACKPOOL FY5 3NE
TEL: (0253) 822708

SINCLAIR SUPPLIES

Spectrum +2 Computer	£124.99	C12 Data Cassettes (x10)	£2.99
Spectrum +3 Computer	£169.99	Spectrum Datacorder	£19.99
Spectrum 48 Membrane	£6.75	Cheetah 125+ Joystick	£7.99
Spectrum + Membrane	£9.99	Spectrum+ User Manual	£4.99
Spectrum Power Supply	£10.99	Spectrum +2 User Manual	£9.99
Spectrum 128/+2 PSU	£14.99	Spectrum +3 User Manual	£9.99
Spectrum +3/+2A PSU	£24.99		
+3 Cassette Lead	£4.99		
+2/+3 Scart Lead	£12.99		
Cheetah Lightgun	£27.99		

"SPECTRUM REPAIRS
Only £13 inclusive for Spec 48/+ repair, phone for +2/+3 prices.
Send machine only."

Prices include VAT & P&P, Payment by Chq/PO to:
Omnidale Supplies (Dept Q) 23 Curzon Street, Derby DE1 2ES
Tel (0332) 291219
ZX81 SOFTWARE - SAE FOR LIST.

VISA

KOBRAHSOFT SPECTRUM AND SAM COUPE UTILITIES

CT2 SAM ADVANCED TAPE UTILITY:- NEW! Makes your essential tape backups of your Spectrum AND Sam tapes. Handles normal speed Sam tapes and normal speed. Pulsed, Countdown and Multif small blockSpectrum tapes. Makes a RELIABLY LOADING backup of the above Spectrum tapes to reload EASILY into Sam Ideal for Sam without a disc drive. **Price:- £9.95 on Tape.**

CD2 TAPE TO SAM DISC TRANSFER UTILITY:- NEW! Transfer the VAST MAJORITY of your Spectrum tapes to Sam drive. Changes Sam into a Spectrum - gives SUPERB Speccy tape compatability ALL types of programs can now be transferred to Sam disc - Fast Loaders,Pulsed, Countdown, Multi Block, most of the very latest programs- VERY EASY to use. CD2 HAS BEEN APPROVED AS A SAM UTILITY BY MGT - MAKERS OF SAM! **Price:- £10.95 on DISC.**

SP6 TAPE +3 DISC UTILITY:- NEW Transfer tapes to +3 disc. NOW transfers the LATEST Pulsing, Countdown and Multi Block programs. FREE superb DISC CATALOGUER. Now handles FULL128K PROGRAMS. INCLUDES SP6 COMPANION which shows how to transfer many games. **Supplied on DISC at:- £14.95.**

SP6 COMPANION VOL 2:- TRANSFERS FOR OVER 100 GAMES. Needs SP6:- **£4.95**

DMS +3 DISC MANAGEMENT SYSTEM:- NEW Now you can organise ALL your disc files. Has INDEX and easy to use DOS routines. Gives file list on disc and PRINT OUT. Large database; FAST search for individual files. Menu programs for your discs for easy program selection. Easy to use:- **£12.95 on Disc.**

D.I.C.E.:- NEW Version 2.1 +3 disc utility. Modify and read sectors, Back up discs; FULL DIRectory; Recover erased files; Lock out faulty files; NEW Print Option; Easy to use. "An excellent package". CRASH October 88:- **£12.95 on disc.**

SPECTRUM MACHINE CODE COURSE:- FULL course from beginner to advanced level. Applies to ALL Spectrums. Suitable for all. Free Disassembler AND Editor/ Assembler:- **£20.00**

DB2 +3 DISC BACKUP UTILITY:- NEW Backup +3 PROTECTED discs to DISC or TAPE: Easy to use: Handles Multi-Loads and now even more discs:- **£14.95 on Disc**

PLUS 3 DIARY AND FILING SYSTEM:- NEW A complete diary/note pad/filing system/database for the +3, with LARGE database and diary to 2089, fast search/retrieve and biorhythms for 4 people:- **£12.95 on Disc**

ALSO AVAILABLE:- SD5 TAPE TO M/D; SO5 TAPE TO OPUS DRIVE; MT1,M/D TOOLKIT; SC6 TAPE UTILITY; SW1 TAPE TO WAFADRIVE.

MONEY BACK GUARANTEE - BUY WITH CONFIDENCE
Send cheque/P. to:- "KOBRAHSOFT", DEPT CR, "Pleasant View" Hulme Lane, Hulme, Longton, Stoke-on-Trent, Staffs. ST3 5BH (Overseas:- Europe add £1 P&P PER ITEM, others £2) Send SAE (9" x 5") for detailed Catalogue - mark envelope "ENQUIRY".
For more information please phone:- 078 130 5244 Access, Visa welcome - please phone above number.
(24 Hour, 7 Day Service for FAST Mail Order)

Access VISA

NEW FOR SAM

SAMTAPE3 MAKES SAM ACT AS A SPECTRUM - LOAD IN THEN SAVE MOST PROGRAMS TO DISK/TAPE + PEEK/POKE, ETC. TAKES SNAPPED FILES FROM +D AND DISCIPLE. ALL KEYS WORK, LPRINT, LLIST + MUCH MORE! TASWORD, 48k DTP by PCG. EASY TO USE. THOUSANDS OF SPECTRUM PROGRAM S WILL RUN ON YOUR SAM. **£10.99 for TAPE or DISK version - state which!**

SAMDISK A 1ST CLASS DISK UTILITY - WILL COPY MANY FILES IN ONE GO - V.FAST. ERASE, PROTECT, UNERASE, REPAIR TRACKS. DISK CATALOGUE, SPECIAL FORMAT, AND VERIFY. AUTO DETECTS 256/512K, + 1/2 DRIVES. USES OWN CODE - NO DOS - **£10.99**

SAM ASSEMBLER3 CONTAINS ASSEMBLER, PLUS A DISASSEMBLER AND A MONITOR/SINGLE STEP PROGRAM TO DEBUG M/CODE - 1ST RATE FULL SCREEN EDITING, 64 COLUMN, SCRATCH/ HELP PAGE, MULTIPLE SOURCE FILES - 256+512K VERSIONS. TOKENISED, HEX/DEC/BIN, V.FAST, PRINTER ETC. COMPLETE MANUAL - EVERYTHING YOU NEED FOR M/CODE ON A SAM. **£9.99**

SAM ADDRESS/PHONE MANAGER SAVE ADDRESSES OF FRIENDS OR CUSTOMERS. PRINTS LABELS, M/CODE SEARCH, AMEND (TO DISK), 5000 ADDRESSES PER DISK. ALPHABETIC SORT. CAN INPUT CASH+PRODUCT CODE. IN PHONE MODE, CAN LIST NAMES, PHONE NUMBERS, etc. UNSECURED - **£8.50.**

HARDWARE - WE SELL SAM, DISK DRIVES, INTERFACES, ETC. SAE FOR SPECIAL DEALS.

MONEY BACK GUARANTEE

SPECTRUM

TAPE UTILITY D - TAPE TO TAPE BACKUP OF MOST SPECTRUM PROGRAMS - EVEN CONVERTS MANY FOR RELIABLE LOADING! UNSECURED. **£8.50** (PROGRAM INCLUDED IN TRANSPACK2)

TRANSPACK 2 - UNSECURED + COPIES TO DISK. FOR TAPE TO DISK TRANSFER - MANAGES 1000s OF PROGRAMS INCLUDING CLICKY + FIRE*, + COUNTDOWN LOADERS - NOT FOR NOVICE. **£11.99.** INFORMATION BOOKS 1,2,3 **£2.50** EACH - GIVES DETAILS OF 100s OF TRANSFERS THAT TP2 CAN'T DO AUTOMATICALLY.

Z80 TOOLKIT2 - "BRILLIANT PACKAGE" - YS 7/88. UNRIVALLED M/CODE PACKAGE SIMILAR TO SAM ASSEMBLER BUT HAS, IN ADDITION, A REVERSE ASSEMBLER. A MUST FOR ALL! **£8.99**

PLUS3MATE AND **MICROMATE** - SIMILAR TO SAMDISK DESCRIBED ABOVE BUT FOR +3 AND M/DRIVE RESPECTIVELY. WILL ALSO CLONE +3 DISKS/CARTRIDGES. INCLUDES SECTOR EDITOR, + MANUAL. M/MATE FORMATS TO APPROX 100K. **PLUS3MATE £12.99** ON DISK, **MICROMATE £11.99** ON CARTRIDGE. - A MUST FOR +3/MD OWNERS.

U.K POST FREE +£1 EUROPE, +£2 REST.SAE FOR DETAILS. HIGH QUALITY DISKS:+3 DISKS £2.20 EACH, 3.5 INCH DISKS 70P EACH - ALL MIN OF 4 POST FREE. UPDATE SERVICE AVAILABLE.

LERM, DEPT CR, 11 BEACONSFIELD CLOSE, WHITLEY BAY, TYNE AND WEAR. NE25 9UW. TEL (091)2533615. Prop L.Evans.

MORE CRASH POWER!

● **Kevin Gallagher** joins the team here at **CRASH** this month as an Advertisement Sales Executive, which means he goes on the **CRASH** blower and chatters to the software houses behind the adverts. The idea is to persuade advertisers to part with their money so **CRASH** can afford to print lots of lovely screenshots in full colour!! Hurrah! So there you are: Kev's the man responsible for the photos (except he's not). And, hey! Girls, isn't he swoonsome?! Read Kev's personal file and see if he's your ideal guy!

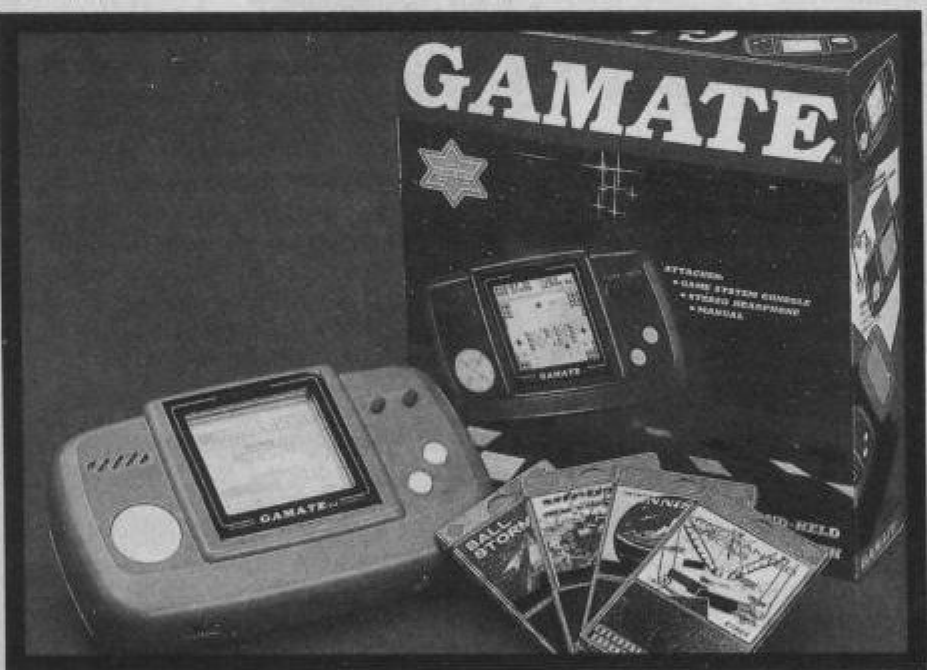
■ **Kev's the Jonathan Ross of CRASH. He's a snappy dresser, a smooth talker and only appears about three times a week for about half-an-hour!!**

■ **Kev's not very good with cars. He managed to get through about five during November!!**

■ **Kev's favourite words at the moment are 'Shut' and 'Up'. This is because he has to sit opposite ZZAP! 64 magazine's ad person** George 'Mouth Almighty' Keenan!!!

■ **Kev comes from Birmingham and has the dreaded Brummy accent. He said the other day he was going to watch 'T'cries'. After several hours everyone worked out he was going on about *The Krays* movie!!**

■ **Any contributions to Bug Box featuring Kev would be most appreciated!**



CHEETAH'S HANDY GAMATE

● **Cheetah**, long time supplier of Speccy joysticks, plug-ins and general **CRASH** chum, is releasing its own games machine called the **Gamate** (*Game mate*) just in time for Christmas. The machine is a handheld console, featuring a green mono LCD screen (52mm x 50mm), which takes games software on credit card cartridges. It's going on sale at just **£59.95**, making it the cheapest games machine, and the package comes complete with an arcade adventure game cartridge called *Witty Appee*, headphones so you can hear the stereo sound clearly, and a set of four AA batteries which should provide 15 hours of non-stop gameplay! Seven different games are set for release at the same time as the **Gamate**, priced at **£14.95** each, which is good value for a cartridge, and another 12 games are planned for release soon after. Most games will be imported from the Far East, but already UK software houses are gearing up to produce **Gamate** versions,of their smash hits. Could this be the handheld Speccy of the future? Discover all in the next issue of **CRASH** as we go for a **Gamate** play test!

COMPO WINNERS

The Post Office had a boom time recently as the entries for Storm's *Saint Dragon* compo from Issue 82 flooded into Ludlow by the sackload! Up for grabs were 75 limited-edition *Saint Dragon* t-shirts with the artwork taken from Oli's cover. And those lucky blighters whose names were plucked from the skip are...

John Mackley, Tyne and Wear NE38 8DU; Shaye Simpson, Redcar Cleveland TS10 4QU; Tommy Vanner, County Antrim N I BT28 3EB; Eamonn Green, Belfast N I Bt11 9JX; Martin Gibbs, Derby Leics LE2 5YA;Paul Wilson,Prudohe, Northunmberland NE42 5EL;Shaun Davies, Liverpool L21;Christopher Dyde,Newcastle under lyme ST5 OJS;Andrew O'Brian, Bulkington, CV0 9QB;Paul Shorthouse, Newark,NG23 6EP; M R Major, Andover SP10 2DY;Steve Mundey, Sevenoaks TN14 5BH; Casey harrison, Burgess Hill RH15 8RW; Christopher Mungrove, Darlington D13 9OD; John Gowans, Folkstone CT20 1PF; Peter lawrence, Enfield EN2 7HS; Andrew Hamilton, Sunderland SR2 9NB; Callum Mackenzie, Bury BL8 1HF; Stewart Armstrong, Ramsgate, CT11 ODT; Mark Naidu, Worksop SB1 9AP;Alex Jacobs, London MW11 5TY; Colin Weir, Putney; Scott Bennett, Hull HU3 5PS; Nigel Squibbs, East Grimstead RH19 4NS; John Lemax, Lesowe LL6 1RR; Simon Thompson, Coventry CV1 3AP; Barry Sutton, Stanley Common DE7 6FZ; Mark Smith, Wrexham LL11 4ND; G White, Doncaster DN6 8DY; Alan Roberts, Ludlow SY8 1HN; David Glennie, Belhelvie AB23 8YT; Mr Ronald Gilul, London SW15 4DX; Rich White, Doncaster DN3 2LB; Martin Preston, Codnor DE5 7QQ; David Mills, Wargrove RG10 8BA; Paul Rainbird, Colchester CO4 3PN; Ross Davies, Hengoed CF8 7EJ; Elizabeth Reay, Tyne and Wear NE36 0LQ; Peter Hodson, Huntington PE17 1JB; Ben Bussey, Hull HU6 0AA; Peter Armstrong, Clethorpes NE71 0AG; Jimmy Paterson, London N13 5HD; Damlan Alexander, Andover SP1 5HT; Derek Wallace, Aberdeen AB2 2DL; Natian Oldham, Grimsey DN31 2PP; Stewart Corban, Inverness IV2 4BY; James Limb, Selston NS16 6PU; John Dungey, Lawford CV23 9BH; Mathew Revill, Sheffield S10 1SQ; Simon Downs, Hull HU6 7EF; Alan Scrivens, Chessington 1JL; Richard Carson, Wigan WN4 0JT; Christopher Spence,Inverness IV2 4EH; Gary Bridgward, lincon LN6 7HR; Timothy Regan, Nuneaton CV12 0LY; Martin Cowell, Leicester LE8 3IA; Vincent Bell, Tyne and Wear NE28 0PY; Steve Keable, Ipswitch IP6 9EX; Colin Herridge, Dunstable LU6 1UD; Iain Cooper, Falkirk FK1 0TF; Euan Brodie, Dundee DD3 9RL; Steve Oldham, Lichfield WB13 8AX; Simon Kneyett, Halesworth IP19 8NA; Debi Byrton, Brromley BR2 0EX; Laim Gibson, Norwitch NR10 3EL; David Smith, Cambridge CB1 6RD;Ben Taylor, Heathfield TN21 0HJ; Linda Brewer, Hull HU3 6HS; Grant Crofton, Asby De La Zouch LE6 5GS; Christopher Ward, Blackfield SO4 1YS; Mr AS Lown, Gt Yarmouth NR31 6ES; John Winter ,Exeter EX2 9HR;

More prize giving next month with the compo winners from Issue 83 and the results of the *UN Squadron* compo from Issue 82 which didn't make it this time! Sorry!

GET YOUR GAME ONTO THE CRASH POWERTAPE!

Got a game you've written and would like us to consider for inclusion on the CRASH cover cassette? Then send it to us with this form! We'll evaluate it and let you know whether it's suitable and how much you'll get for your masterpiece if we go ahead.

Name..

Address..

....Postcode............................

Telephone (Daytime)..

(Evenings)..

IMPORTANT!

Please sign this declaration:

This program is submitted for publication by CRASH. It is wholly my/our own work and I/we agree to indemnify CRASH Ltd/Newsfield Ltd against any possible legal action should copyright problems arise. This game is not being considered for publication by any other magazine or software house, and I/we will inform you in writing in the event of this happening.

Signed..

Date..

Remember we will NOT consider your game if you do not enclose this coupon (or a photocopy)!

Send the game and coupon to: NEWSFIELD, CRASH POWERTAPE DEPT, Ludlow, Shropshire SY8 1JW

EDITORIAL OFFICE ***Newsfield Ludlow Shropshire SY8 1JW*** 0584 875851 fax 0584 876044 **Editor** Oliver Frey **Features Editor** Richard Eddy **Staff Writers** Mark Caswell, Nick Roberts, Lloyd Mangram **Art Editor** Mark Kendrick **Photography** Michael Parkinson **Production and Circulation Director** Jonathan Rignall **Systems Operator** Paul (Charlie) Chubb **Reprographics** Matthew Uffindell (Supervisor), Robb Hamilton, Robert Millichamp, Tim Morris, Jeni Reddard, Lisa McCourt **Group Advertisement Manager** Judith Bamford **Advertisment Sales Executive** Kevin Gallagher **Advertisement Production** Jackie Morris (Supervisor), Jo Lewis **Mail Order** Carol Kinsey **Subscriptions** Caroline Edwards, CRASH, Newsfield, Ludlow, Shropshire, SY8 1JW **Typesetting** Apple Macintosh Computers using Quark *XPress* and Bitstream fonts **Systems Manager** Ian Chubb **Colour Origination** Scan Studios, Islington, London. Printed in England by **BPCC Business Magazines (Carlisle) Ltd** Newtown Trading Estate, Carlisle, Cumbria, CA2 7NR **Distributor** Comag, Tavistock Road, West Drayton, Middlesex
Yearly subscription rates: UK £17.20 Europe £24.00, Air Mail overseas £37. US/Canada subscriptions and back issues-enquiries: Barry Hatcher, British Magazine Distributors Ltd, 598 Durham Crescent, Woodstock:, Ontario N4s 5xs, Canada. Tel: 519 421 1285, fax: 519 421 1285. Yearly subscription rates; US $47.00, Canada $57.00. Back issues: US $5.20, Canada CAN$6.20 (inclusive of postage).
COMPETITION RULES: The editor's decision is final in all matters relating to adjudication and we offer prizes in good faith, believing them to be available; if something untoward happens we reserve the right to substitute prizes of comparable value. We'll do our very best to despatch prizes as soon as possible after the published closing date. Winners names will appear in a later issue of CRASH. No correspondence can be entered into regarding the competitions (unless we've written to you stating you have won a prize and it doesn't turn up, in which case drop us a line). No person who is related, no matter how remotely, to anyone who works for either Newsfield or any of the companies offering prizes, may enter one of our competitions.

Cover design and illustration by Oliver Frey

ABC MEMBER OF THE AUDIT BUREAU OF CIRCULATIONS


GAMATE
COMPACT VIDEO GAME SYSTEM
Includes:
Game System Console
Stereo Headphones
Manual
Gamate Gamecard
4 "AA" Batteries
Portable, Hand-Held Design
DOT MATRIX LCD
GAMATE
Dot Matrix LCD.
Single player or Dual player facility with optional lead.
Rechargeable battery pack or AC adaptor available separately.
Extensive library of interchangeable Gamecards to guarantee continued excitement, only £14.99 each.
ONLY
£59.99
WITH FREE GAME
CHEETAH
CHEETAH INTERNATIONAL LTD.
Norbury House, Norbury Road,
Fairwater, Cardiff U.K. CF5 3AS.
Telephone: (0222) 555525
Telex: 497455 Fax: (0222) 555527

IT'S FLIPPIN' CWAZY!



N	R	Y	J	C	Q	D	P	L	M
F	R	O	G	C	U	A	D	L	A
E	I	L	Y	K	E	I	R	E	G
A	S	K	D	T	E	S	H	P	I
D	I	F	A	I	N	Y	S	S	C
R	D	O	Z	Y	Z	A	K	S	L
A	G	L	E	G	G	Z	A	P	A
Z	I	K	L	E	O	N	Y	K	N
I	Z	D	I	A	M	O	N	D	D
W	O	Z	Y	P	R	I	N	C	E

WORDS TO FIND

Dizzy	Yolkfolk	Frog
Daisy	Wizard	Goat
Dozy	Diamond	Prince
Zaks	Egg	Queen
Magicland	Spell	Kylie

Name:..

Address:..

....

....

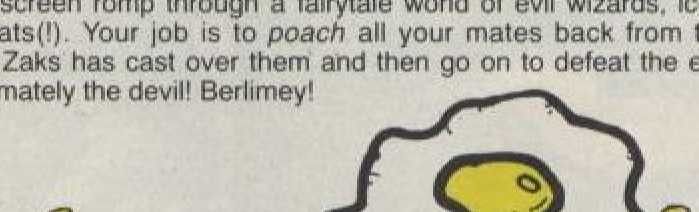
Postcode..

★ A SUPER GHETTOBLASTER WITH TWO TAPE DECKS, RADIO AND CD PLAYER WORTH £200!!
★ 20 RUNNER UP EASTER EGGS!!

EGGSTRAORDINARY!

Here's a competition to get you very *egg*cited! That's no *yolk*!! Haw! Haw! **CodeMasters**, the home of Dizzy and the Yolkfolk are offering some *cracking* prizes and there's bound to be a *scramble* to get them!

Magicland Dizzy is the latest adventure for the little egg-shaped bloke. It's a mutli-screen romp through a fairytale world of evil wizards, ice palaces and goats(!). Your job is to *poach* all your mates back from the spells Wizard Zaks has cast over them and then go on to defeat the evil wizard and ultimately the devil! Berlimey!



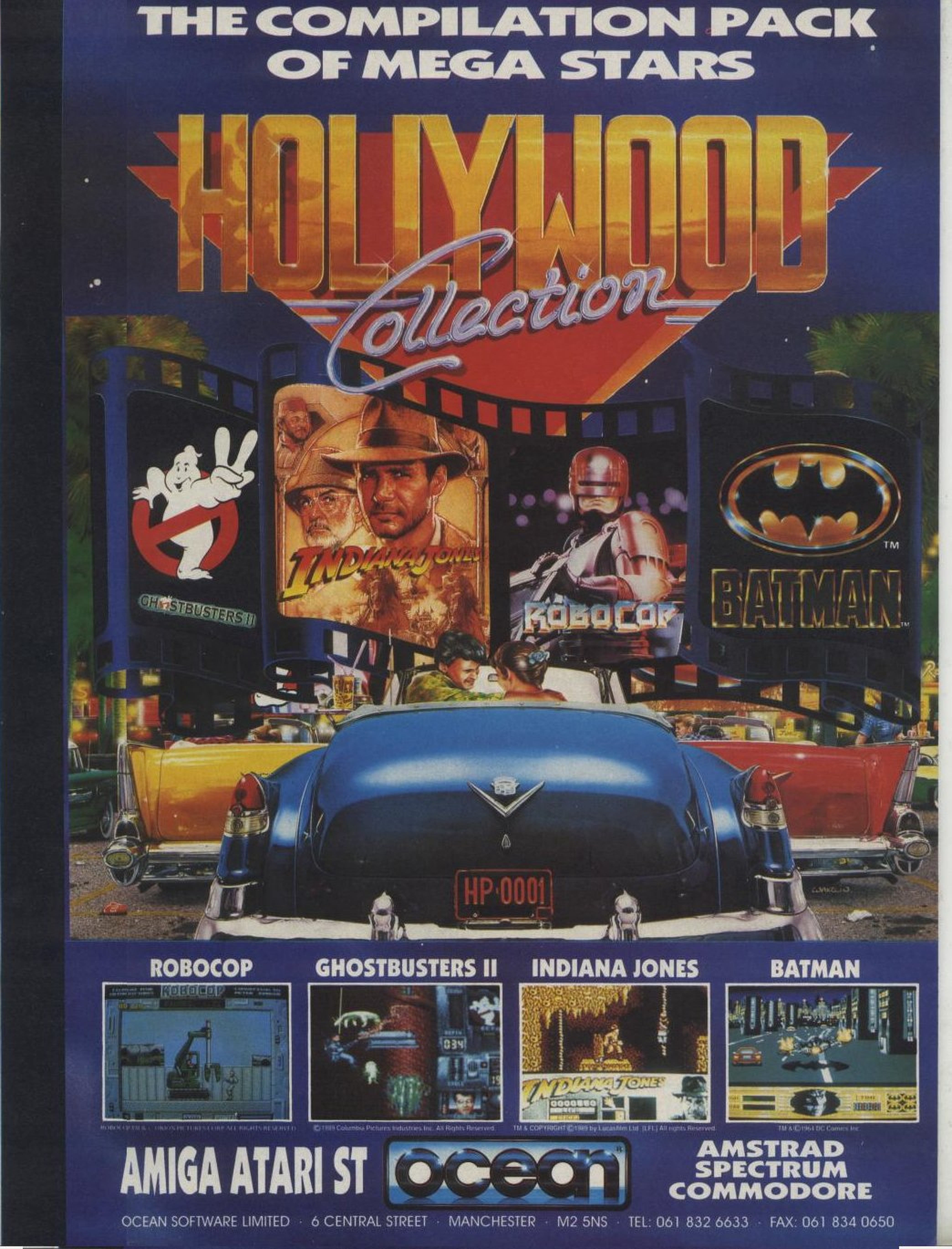
HE'S GOT THE COMPILATIONS!

Anyone who has played a Dizzy game will know how addictive they really are and *Magicland* will have you hooked from the moment you load it up. *Magicland Dizzy* is appearing only on a special Dizzy compilation at the moment — the pack contains all the best adventures so far: there are *Dizzy*, *Treasure Island Dizzy*, *Fantasy World Dizzy*, *Magicland Dizzy* and *Fast Food*!

CodeMasters are so chuffed with themselves at the moment (being as they are, the software house with the biggest share of the UK gaming world) that we have a load of mega prizes up for grabs in this compo! First prize is a huge ghettoblaster featuring tape decks, a radio and a — *coooorrr!* — CD player! It's worth about £200! For 20 runners-up

CodeMasters are offering them a prize each of an Easter Egg! How bloomin' festive!

To be in with a chance of winning one of these fabbo prizes just find the fifteen words in the wordsearch and ring them clearly. Cut out (or photocopy if you don't want to spoil your magazine) the wordsearch and fill in all your details, then send it to: NEWSFIELD, DASHING DIZZY COMPO, CRASH, LUDLOW, SHROPSHIRE, SY8 1JW. Make sure your entries get to us by *Fri*eday January 18! Ho! Ho!


THE COMPILATION PACK
OF MEGA STARS
HOLLYWOOD
Collection
GHOSTBUSTERS II
INDIANA JONES
ROBOCOP
BATMAN
HP·0001
ROBOCOP
GHOSTBUSTERS II
INDIANA JONES
BATMAN
© 1989 Columbia Pictures Industries Inc. All Rights Reserved.
TM & COPYRIGHT © 1989 by Lucasfilm Ltd (LFL) All rights Reserved.
TM & © 1964 DC Comics Inc
AMIGA ATARI ST
ocean
AMSTRAD
SPECTRUM
COMMODORE
OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER · M2 5NS · TEL: 061 832 6633 · FAX: 061 834 0650

become a star!



CRASH Compo

★ WIN A SYNTH AND CONTROL YOUR OWN STARDOM!!
★ WIN TRENDY ACCOLADE SHIRTS TO WEAR AT GIGS!!
★ HURRAH FOR ACCOLADE'S *STAR CONTROL* GAME!!

Get ready to save the entire flippin' universe in Accolade's latest game *Star Control*! It's a game packed with action, strategy and space combat and it's coming your way soon! And, if you're a lucky winner-of-compos type person, a few brilliant prizes could be in the pot too! Accolade are offering three amazing Casio keyboards and trendy t-shirts in this compo!

In the game *Star Control* you become a commander with the Alliance of Free Stars and have the captains of seven fantastic star fleets awaiting your orders for battle! The universe is being threatened by the Ur-Quan Hierarchy — the evil empire of the 27th century. The Ur-Quans are bombing about the galaxy invading interstellar neighbours, making slaves of the inhabitants and now they have humanity on their shopping list!

Star Control's gameplay is a mix of action and strategy — one minute you'll be building ships, mines and colonies and the next you'll be fighting in space, commanding one of the 14 deadly ships at your disposal! All this to control the stars!



And you could be controlling your own musical stardom very soon because we have a set of snazzy keyboards to give away! The first prize on offer is a Casio Tone Bank Keyboard CA-100. It features a 49 key keyboard, 100 different Beat Bank rhythm patterns, 100 different Tone Bank sounds from trumpet to funky clavi! To get you started there's an auto-play function, and a video showing you how to use it comes in the pack too! It's a great prize, worth around $100 and an Accolade shirt is also included!

The second prize is a Casio Tone Bank Keyboard CA-101. Like its big brother it has 49 keys, 100 Beat Bank rhythms, an auto-play function, 100 different sounds in the Tone Bank and it's worth about $50! For the third prize winner is a portable Casio Tone Bank Keyboard PT-88. Apart from a lot of flashing LEDs, it features a 32 key keyboard, a melody guide, 100 preset tones, ROM pack slot so you can play your favourite tunes with ease, 12 super rhythms, 4 built-in tunes, and sound FX pads like a tiny drum machine! And it's worth $50!

And that's still NOT all the prizes on offer! Eight runners-up also get an Accolade shirt! Berlimey! To be in with a chance of winning you're going to have to solve the Spot the Difference puzzle printed here. There are TEN differences between picture A and picture B. When you think you have spotted all ten, ring them, fill in the coupon and send it to: NEWSFIELD, YIPPEE! STARDOM HERE I COME COMPO, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Entries must be here by January 15 or it's the dumper for you!

PICTURE A



NAME ....

ADDRESS ....

....

.... **POSTCODE** ....

T-SHIRT SIZE ....

PICTURE B




AMIGA - ATARI ST - PC / PS - AMSTRAD CPC / CPC+ / GX 4000 - C 64 - SPECTRUM
DICK TRACY
THIS TIME THEY'RE OUT TO GET HIM!
THE COMPUTER GAME
RETRACE THE STEPS OF DICK TRACY, THE WORLD FAMOUS COMIC STRIP DETECTIVE, IN THIS SUPERB COMPUTER CONVERSION OF THE BLOCK BUSTER MOVIE.
It's time to take on the mob which has sworn to get you! Grab that famous hat and coat and hit the streets in search of Big Boy Caprice and his gang. But watch out for their traps hidden around every corner. Choose your weapon track down the ugly mobsters and brace yourself for the fight of your life.
60 LEVELS OF RED HOT ACTION.
STUNNING MOVIE STYLE SPECIAL EFFECTS.
SUPERSMOOTH ANIMATION.
SUPERB MUSIC INSPIRED BY THE FILM.
REALISTIC FILM AND COMIC STRIP COLOURING.
SCORE 039734
SCORE 007209
Developed by:
TITUS SOFTWARE
For more information please call 0268 541212
© The Walt Disney Company.



U.S. GOLD
SEGA

Gazza II



THE ULTIMATE SOCCER CHALLENGE IS ABOUT TO ...KICK OFF!!

EMPIRE

AVAILABLE ON: Commodore Amiga, IBM PC and Compatibles, Atari ST, Commodore 64, Amstrad CPC+, Amstrad GX 4000 & Spectrum

EMPIRE SOFTWARE, 4 The Stannets, Laindon North Trade Centre, Basildon, Essex SS15 6DJ. Tel. 0268 541126



ADVENTURE TRAIL SPESH!

Become a fantasy fighter, a mad scientist or a secret agent! The world is your slimy shellfish! But what's happening right now in the interactive world of text and graphic adventures? Expert Paul Rigby discovers all...

NEWS UPDATE

■ One of theindependent authors is big **Jack Lockerby**. His **River Software** label has struck up an enviable reputation for quality, good service and text adventures with logical problems. His latest release is *Into The Mystic*, a strange tale of all the resident magic disappearing into the very earth itself. Look out for a review here soon; but if you want to know more contact **River Software, 44 Hyde Place, Aylesham, Canterbury, Kent, CT3 3AL.**

■ Seems that **Global Games** have been keeping late nights — if their catalogue of adventures are anything to go by! At the last count I saw 14 adventures, both 48K and 128K, on their books! Some of their latest include, for the 48K Speccy, *Daemon*, *Life of Crime* and *Jewels of Honour* whilst *Moonshards of Sacrimore* is a new 128K-only adventure. Watch out for reviews of these and more! Contact: **Global Games, 4 Kilmartin Lane, Carluke, Lanarkshire, ML8 5RT.**

■ A new name to me is **Sheol Software**, who've released *Polearn*, created with **Gilsoft**'s *PAW* on 128K only. Essentially a ghost story, *Polearn* may have you reaching for a few spirits of your own when you realise it costs £7.95. The game was originally reviewed over a year ago when it was awarded a **CRASH** Smash of 91%! I'll be looking it again soon to see how it measures up to current adventures around. Enquiries to **Sheol Software, Central Works, Peartree Lane, Dudley, West Midlands, DY2 0QU.**

AXE OF KOLT (Version 3.0)

FSF Adventures, 40 Harvey Gardens, Charlton, London, SE7 8AJ.
£3.00 (state 128K or 48K version)
48K & 128K

You're Alaric Blackmoon, a down-and-out mercenary and swordsman. The dreaded Xixons, a nasty bunch of lizards, have returned to attack Hecate after a 200 year leave of absence. You must find the Axe of Kolt and deliver it to King Kelson (a relative of Kolt) as only the Kolt line of heirs can trigger the special powers the axe contains. Thus will Hecate be saved.

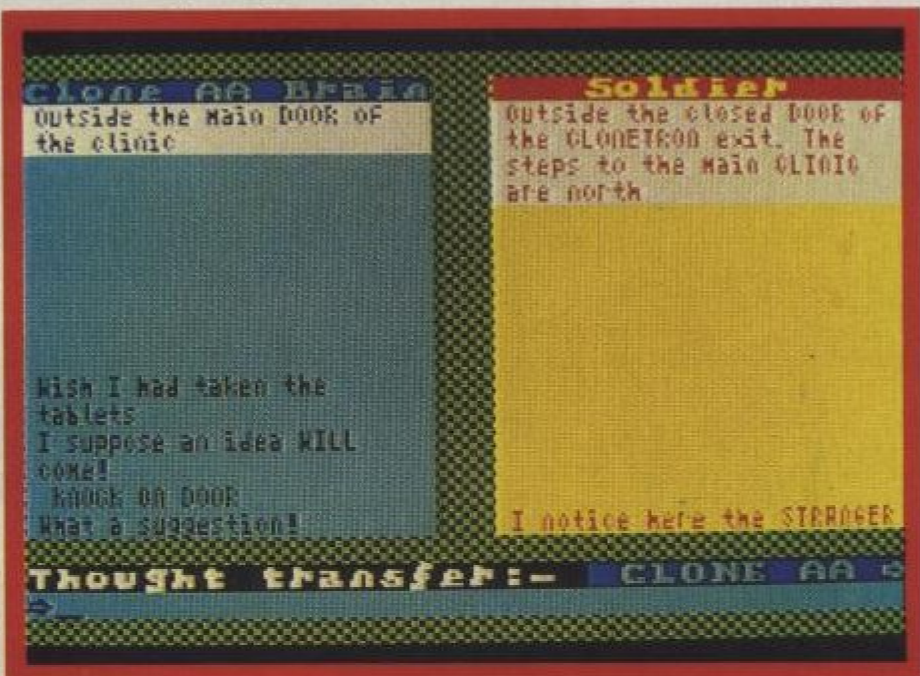
The upper window displays the location description. It never scrolls off the top of the screen, so you never have to enter a 'redescribe' command just to get the location description back. The lower window is the active area featuring text input, messages and so on. Colours are used intelligently and choice of font is good: *Kolt*'s text is very readable. There's a 'vocab' command which brings up a screen full of useful words and an 'info' command which lists some of *Kolt*'s useful facilities.

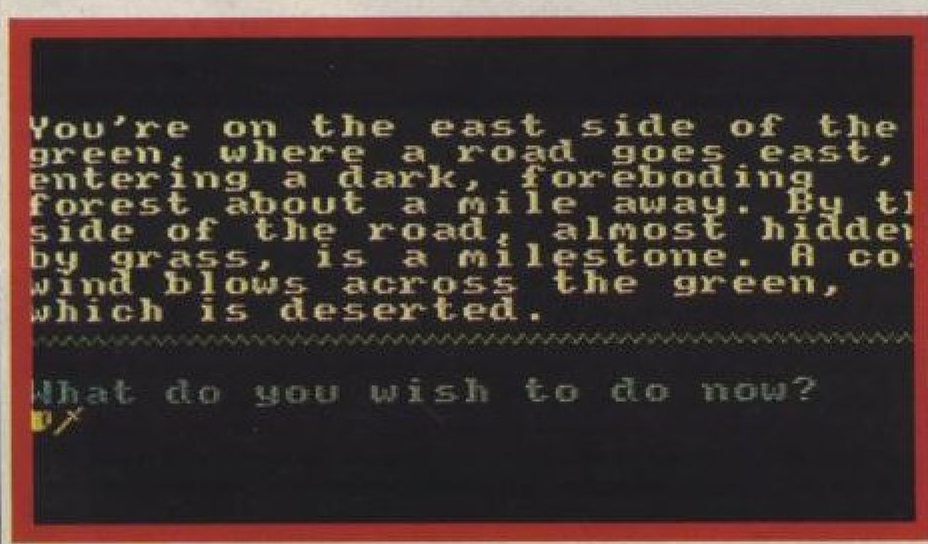
Direct commands are very friendly. 'Examine' can be abbreviated to '?', while 'Get' can be input as 'G'. Another nifty feature cuts in if you die: the program asks you if you wish to be re-incarnated — say 'yes' and the game restarts at the time of your last Ramsave. You can Examine All 'carried', 'worn' or 'here' and there's an Examine Me command which, unlike many adventures which utilise this option as a gimmick, proves very useful, especially during the later stages.

The imagination and thought that's gone into the puzzles makes the game enjoyably frustrating — if you know what I mean. You'll need lateral thinking by the bucketful. Even obects you may think have served their use may be needed for a completely different purpose later on. *Axe of Kolt* is a little gem — the best adventure game I've played this year.

RATING 93

O Axe of Kolt sees you as Alaric Blackmoor out to find King Kelson's big chopper.





O Stop all this cloning around! Heaps of adventuring fun with Gordello's Demise.

GORDELLO'S DEMISE

Tartan Software, 61 Bailie Norrie Crescent, Montrose, Angus, Scotland, DD10 9DT.
£2.95
48K/128K

The sequel to the wonderful *Gordello Incident* (*GI*), *Gordello's Demise* (*GD*) is rather frustrating for adventurers who've struggled through *GI*. Why? Because it turns out *GI* was nothing but a dream! Aaarrgh!

The task is to kill Dr Gordello and destroy his Clonetron. *GD*, created using Tom's own adventure system, re-uses the now classic horizontally split screen. Clone AA is the 'super-clone'. You can give Clone AA individual commands and, once Clone AA has met another character, can CALL and control that secondary character (eg: gardener, strongman, locksmith).

This is an excellent method of creating an adventure that fully utilises NPCs in an interactive manner as well as providing an adventure that can never be accused of being linear. In addition, each character has individual skills. For example, the boxer will be an ideal character to open certain stubborn doors, while the gardener will be your vote to do a spot of digging. How Tom's squeezed all of this into 48K is beyond me!

Because of the advanced use of interactive characters the variety and type of puzzles are extended beyond the norm. You're also given part three of *GI* on the flip side of the cassette plus the solution if you've never played the original and don't wish to purchase it. My advice, though, would be to buy that and the sequel to fully appreciate the storyline.

There's no doubt that Tom Frost is the most inventive and innovative independent adventure author around. He confirms that status with *GD*. While not quite having the oomph of the original, *Gordello's Demise* is still a worthy sequel.

RATING 82



DOOMSDAY

Relion Software, 6 Rawlins Ave., Worle, Weston Super Mare, Avon, BS22 0FN,(cheque/PO payable to Graham Burtenshaw)
£4.00
128K only

Doomsday disturbing. Producing a 1984-type atmosphere, it will, I'm sure, provoke reaction. Author Graham Burtenshaw will either be praised for his, rather pessimistic, reflection of the fate of the human race and the Earth we live on or he'll be called a sick man who's analyst should be placed on danger money.

The game design shows that a lot of effort has been expended. Three stats boxes are placed along the top of the screen (status/score, a small graphic window and weight/cash). The text, and there's a fair amount, scrolls beneath. Utility commands are present. You can remove the status line and the 'more' prompt (when more than one screen full of text appears — handy for typing in the solution — saves time), VOCAB gives you a full list, OOPs and abbreviations such as X for Examine make playing more enjoyable.

The aim is to destroy the human race and thus give the Earth a chance to survive. All the trees have been destroyed, most wildlife is extinct, vivisection is rife and barbaric (you'll see disturbing descriptions of animals and babies used for experimentation), portions of the population are used for chemical experiments, etc.

The game engine, while ambitious on occasion, is frustrating at times. At one point you'll need to manoeuvre a character, room- by-room to a location to do a job for you. Trouble is, once he moves to one room he might just wander off somewhere else before you get a chance to give him further orders. Which means you'll end up chasing this guy all over the place trying to keep him under control.

Other criticisms include: every time I tried to put a cat in a case it was dropped on the floor. Yet I could put a rat in the same case using the same command! An essential anti-theft device, hanging around your neck is never mentioned, a cage could not be opened until a certain character had come and gone giving a linear feel to the game, etc, etc.

Doomsday shows lots of promise. I'd like to see more work from Relion. However, future designs must be tightened up prior to release. But what of *Doomsday's* subject matter? Brave or sickening? Write in and tell me what you think.

RATING 64

And for something to read...

A BEGINNERS GUIDE TO ADVENTURES

Dave Havard
Atlas Adventure Software, 67 Lloyd St., Llandudno, Gwynedd, LL30 2YP.
£3.00 (overseas readers add £1.00)

For authors of books on adventure games, the book for the beginner is surely the most difficult. First, because the author is, generally, an experienced adventurer and may find it difficult to appreciate the elements beginners find demanding. Second, he'll surely receive flak from some quarters for omitting an 'essential' piece of information. The conclusion? The author's on a hiding to nothing.

Dave Havard is a brave man, therefore, and, while his beginners book is by no means perfect, it's good to see this neglected area addressed at all. A5 in format with 50 pages and a paper cover the *Beginner's Guide* divides into 11 chapters and an appendix. The first two describe themes and adventure types (text-only, icon driven, etc). The third, and largest, chapter takes you by the hand and guides you through a sample adventure transcript (including pre-drawn maps). In this case a golden oldie (literally!) — Artic's *Golden Apple*. After a chapter of notes on *Golden Apple* and another on saving and loading adventures, Dave discusses synonyms and includes a comprehensive sample list that'll prove a handy reference whilst playing any adventure. Chapter seven continues the verb/noun input discussion whilst eight expands into a full sentence parser debate. After sections on character interaction and the dreaded maze Dave devotes a chapter to experienced adventurers (describing the workings of adventures).

All in all an admirable stab at creating a beginner's guide. However, I have three gripes. First, the book is riddled with appalling spelling mistakes (who playtested the manual, Dave?). Second, although the basics are included I don't think they're given enough space. I'd have preferred the book to have dwelt on each point much longer, introducing multiple examples in case the beginner finds one particular example hard to grasp.

Third, I thought the design could have had more thought given to it. The introduction of the transcript of *Golden Apple* appeared far too soon. There should have been a number of individual discussions on many more game elements. Once the reader had come to grips with each single component would have been the time to lump them all together and introduce the transcript.

However, the *Beginner's Guide* is still a recommended buy as it includes many hints and tips never before seen in a single publication. Excellent value for money.

Paul Rigby returns with more adventure coverage soon... And write to him c/o CRASH!





LINE OF FIRE

1991

CRASH ZX SPECTRUM

JANUARY

S	M	T	W	T	F	S
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

FEBRUARY

S	M	T	W	T	F	S
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28		

JULY

S	M	T	W	T	F	S
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

AUGUST

S	M	T	W	T	F	S
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

DO YOU WANT A FREE OCEAN GAME?!!





You get one when you subscribe to CRASH!!

12 months of action packed thrill power is yours when you take out a subscription to **CRASH** for just $18 (mainland UK) — and we'll give everyone who subscribes a **FREE** Ocean game! It's true! Don't miss this offer — it'll save you money, time and you'll get guaranteed delivery of the magazine and brilliant Powertape every month!

WHAT IT'S WORTH:
12 issues of CRASH = £22.20
Ocean game = £9.99
Post and Packaging = £4.56
TOTAL £36.75

SUBSCRIBE FOR 12 ISSUES AND YOU GET IT ALL FOR JUST £18!!

OR PICK ONE OF THESE SUPERB GAMES!!

SCI - Chase HQ 2
Total Recall
Midnight Resistance
Shadow Warriors
Puzznic
Plotting
Pang

* Not all titles have been released at time of going to press. Orders for unreleased titles will be held until games are available.

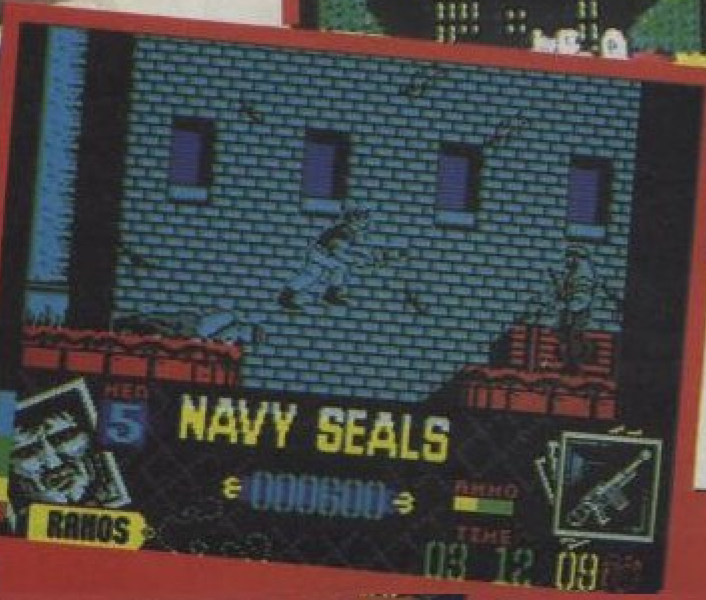
YOU DON'T LIVE IN THE UK?
Don't worry — you can still subscribe to CRASH and get your free Ocean game!
EUROPE: £24.00
OUTSIDE EUROPE (Airmail): £38.00

HOW DO YOU FANCY ONE OF THESE CRASH SMASHES?

ROBOCOP 2
He's back! Tougher and rougher than ever before, *RoboCop 2* is one of best games of 1990! 'Fast, furious and addictive' CRASH Smasdh review 93%!

NAVY S.E.A.L.S.
Embark on the most dangerous mission ever! Help the Navy S.E.A.L.S. in two daring missions set in the Middle East! 'A landmark in Speccy gaming' CRASH Smash review 93%





I would like to subscribe CRASH for 12 issues. I want:

- ☐ MAINLAND UK SUB £18.00
- ☐ EUROPE: £24.00
- ☐ OUTSIDE EUROPE (Airmail): £38.00

The FREE Ocean game I have chosen is .... on Spectrum cassette

Method of payment (please tick)

☐ VISA ☐ ACCESS ☐ CHEQUE ☐ POSTAL ORDER

Credit Card Number..
Expiry Date..

Signature..

NAME..
ADDRESS..
....POSTCODE..

Make cheques and postal orders payable to CRASH Ltd. Send this form, with payment, to: NEWSFIELD, CRASH SUBSCRIPTIONS, LUDLOW, SHROPSHIRE SY8 1JW. Subscriptions will begin with the first available issue.



MARCH

S	M	T	W	T	F	S
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28–29		30
31						

APRIL

S	M	T	W	T	F	S
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

MAY

S	M	T	W	T	F	S
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

JUNE

S	M	T	W	T	F	S
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30						

SEPTEMBER

S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

OCTOBER

S	M	T	W	T	F	S
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

NOVEMBER

S	M	T	W	T	F	S
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

DECEMBER

S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

THE PAGE WITH ALL THINGS COUPÉ!

Public domain software on the SAM is quite scarce, but more and more is being produced all the time. You'll find that the best of the games and demos around are repeated from library to library, it's a matter of looking around and finding the cheapest place to get a certain demo from. NICK ROBERTS gives 'em a go.

CONTACT PD

The disk I was sent from **Contact PD** featured two games and a few short demos. The games can be found in other libraries: *SAM Tetris* and *Soccer Challenge*. They're both well written and presented, showing off some of the SAM's wide range of capabilities.

A big favourite with all the PD libraries and disk magazines is screen shots. Nearly every PD disk has a section where screen after screen of high resolution pictures whizz by. The majority of these pictures have been ported across from the Atari ST showing that you can recreate 16-bit quality on an 8-bit computer.

Contact sticks out from the crowd because of the last two demos on the disk. One is a short (badly) animated sequence showing a SAM beating up and Atari ST and Commodore 64 and the other is a Batman logo that has weird colour bars scrolling over it. These short demos have the potential of being really good, they just never seem to go anywhere.

Contact PD disks cost £1.60 or you can get them at reduced rates if you're a member of the **Contact Sam Coupé User Group**. Write to: **Contact PD, SAM Coupé PD, 7 Queens Close, Old Windsor, Berkshire, SL4 2PP. If you enclose an SAE you'll be sent details of the disks available.**

FASTLINE PD

Fsastline PD have eight disks in all on their shelves. These range from basic slideshows of screens to a disk packed full of animated demos. Again, the software you'll find on these disks has been used over and over again in other libraries.

The disk I was sent included a game I hadn't seen before, *Satellite '90*. This is a variation on the 'shoot the satellites before they hit the earth' theme. The game's presented very well with a catchy tune and some groovy graphics used on the earth. Playability is a little lacking though, the tiny satellites being hard to destroy.

Each disk from **Fastline** costs £2.00 and you can obtain a list of the software available from: **Fastline Public Domain Library, 1 Ryelands Place, Kilgetty, Dyfed, Wales, SA68 0UX.**

And your prize is a lifetime supply of Oil of Ulay! *Turbo PD*





A rather spiffing *Tetris* clone — if you can keep your eyes on the game! *Fastline/Turbo PD*

TURBO PD

Turbo PD is an extension of **Turbo** magazine. They have a total of six disks and unlike the other PD libraries, each is jam packed full of software. **Adrian Betts** runs Turbo and being a bit of a programmer on the side this is how he distributes his games.



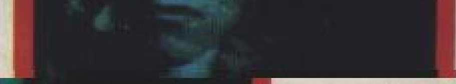
What's up doc? I'm speaking to a rabbit, that's what!! *Contact PD*

Out of the three disks that fell onto my desk. The one that really blew my mind has a digitized demo of the film **Total Recall**. With more than 75 frames from the film it's excellent, but unfortunately needs 512K to run it.

I also received a disk full of games. The games Adrian Betts has written are all pretty basic but in my view classics. There's a version of *Blitz* with a plane flying over a city dropping bombs, a terrible race game and the almost impossible *Snake*, where you move around the screen leaving a trail and eating the magic mushrooms.

To get a list of disks available (prices range from £1.50 to £2.00) write to: **Turbo PD Library, 8 Healey, Tamworth, Staffs, B77 2RF enclosing an SAE.**

Arnie having the ride of his life in the *Total Recall* demo. *Turbo PD*



Just look at the excellent texture of skin tones in this digitized screen, ported from an Atari ST. *Contact PD*



And here we see the mating ritual of Aeroplanius Rompicus. *Fastline PD*



NEWS UPDATE

Hot news poop from **SAM Computers Ltd**, the producers of the Coupé! For those of you who want to go totally overaboard on memory expansion, SAM Co is finalising the details for a 1 Megabyte memory upgrade pack! Soon you'll be able to squeeze even more action-packed code into the Coupé!

SAM Co is in discussion with a Japanese firm to produce a special SAM Coupé mouse which should make *Flash!* even more of a joy to use!

For the serious Coupé user a Master DOS disk is being worked on to give more computing power than before. As always details on all the above products are obtainable from: **SAM Computers Ltd, Lakeside, Pheonix Way, Swansea SA7 9EH**. For extra news check out Alan Miles' **SAM Coupé Hotline** service on **0898 299380**. Calls cost 33p per minute off-peak and peak-time calls costt 44p.

That's it for this month — SAM returns next issue!



BE TOUGH! BE MEAN!

Ocean turned up trumps last month with the release of their biggest surprise ever — *NARC*! Rated a 95% CRASH Smash, it's a lean, mean fighting machine, erm, game! It's an ace coin-op and Ocean's conversion is excellent! To celebrate the launch of this brilliant, if incredibly violent, game Ocean are offering a load of well 'ard prizes in this compo!

ERM, HOW VIOLENT, EXACTLY?

Oooo, very, very violent! But it's in a good cause because the game is all about cracking down on evil drug pushers and dealers of the KRAK criminal syndicate! In the game you control either Hit Man or Max Force, both skilled combat cops, who have their own special brand of justice: machine guns and rocket bombs! You blast through the scrolling scenery on foot at first, but later on in the game you can hop into a sports car or a combat 'copter to cause the crims serious grief!! Nicko reckons the best bit is when one of the many junkie opponents is hit with a rocket — he explodes into bits! Arms, legs and head all over the screen! The junkie that is, not Nicko.

OH! WILL GRANNY LIKE IT?!

She'll bloomin' love it! Apart from muttering about `the youth of today.. I don't know... I had dolls when I was a nipper...' she'll be addicted as will the rest of the family! You'll probably never see your Speccy again! Yeeek!

C'MON, WHAT ARE THE PRIZES?

Okay, you get the picture: *NARC* is one of the best shoot-'em-ups this year. Now for the compo prizes. There are TWO first prizes up for grabs: you could win a copy of *NARC*, an Ocean t-shirt and (da-da-da-daaaa-dum!) a mean black leather jacket upon which (if so desired) one of Ocean's top artists will recreate the *NARC* logo (y'know, it's got blood splattered all over it)! Whatta pair of prizes!! And don't despair if you're not one of the two first prize winners: Ocean are also offering ten runners-up prizes of a copy of the game and a fab Ocean t-shirt!! Wayhey! It's a load of prizes worth well over £300!!

OKAY — WHAT'S THE CATCH?!

No catch. Nope, none at all. Whatsoever. Weeeellllll, you are going to have to put your artistic talents into action because we want you do draw or paint the meanest, toughest, fighting guy you ever did see! A cross between RoboCop, Max Force, a fighter plane, Rambo and several squillion quid's worth of weaponry is the sort of thing were looking for. And don't worry if you're not a Van Gogh in the making — we'll be looking for imagination, originality and a lot of pretty colours (are you sure about that last one? —Oli). Entries here by January 18, and the place to send 'em to, along with your name, address, postcode, and t-shirt size, is: NEWSFIELD, MEAN 'N' DANGEROUS NARC COMPO, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Also, Go on, get to it — and don't spare the red paint (lots of blood essential!).







TUNED-IN TO CARTOONS!

Hi-tec Software are the team behind all the Hanna-Barbera cartoon games. Everyone has a favourite character whether it's Top Cat, Yogi Bear, Atom Ant — whoever! And the Hi-tec team, Dave Thompson (general programmer), Richard 'Rambo' Morton (graphic artist) and Gary Antcliffe (16-bit programmer — blech!), have taken the characters from the cartoons and stuffed them into smashing Speccy games. NICK ROBERTS, smarter than the average staff writer, drags the team out of Jellystone Park and down to Ludlow and asks 'What's it all about then?'

Nick: Righty ho, how was Hi-tec software born?

Gary: We're actually employed by a company called **Pal Developments** (is that because they're your mates? Haw! Haw! — Nick). We originally did programming for **Virgin/Mastertronic** but we really wanted to start our own label, that's how it began.

Dave: **Pal Developments** is a totally separate development company from **Hi-tec**; we just do games for **Hi-tec Software**.

Gary: Its all based in the same building.

Dave: So it was really an offshoot from that. People said 'Why dont you publish yourselves?'. Nobody was doing it right, so we thought why don't we do it!? So far I think we've done it right. I think part of the reason we're doing so well is because of the cartoon characters. Looking at our original products (*Jet Bike Simulator*), they haven't really done as well as we expected, or as well as the cartoon characters, but that's how it goes really.

Nick: What stages are involved in producing a game from a cartoon?

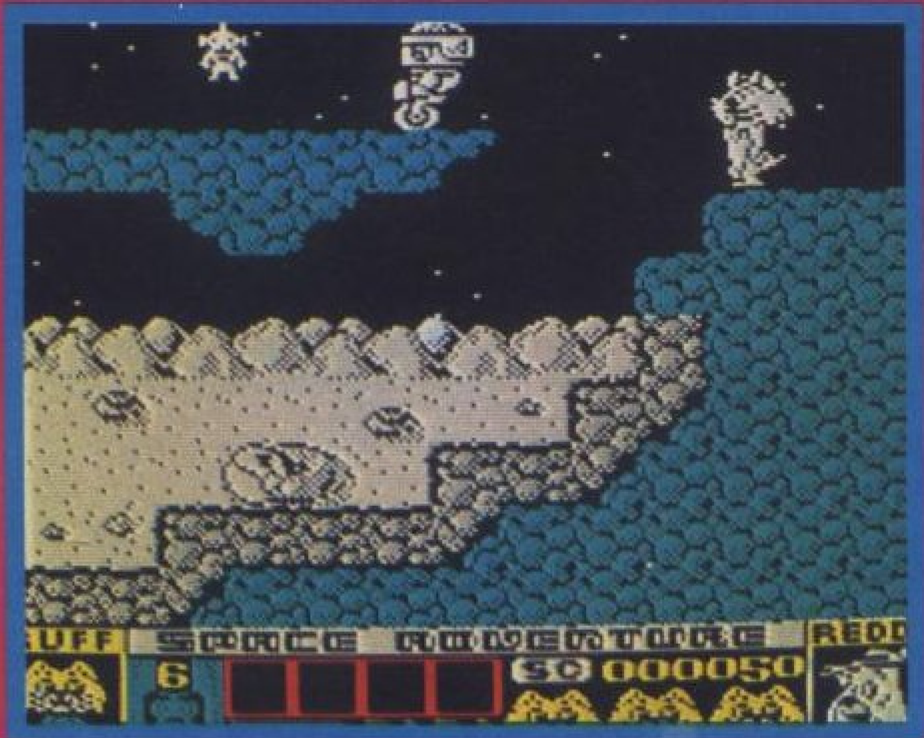
Dave: It generally works out that the 8-bit version is done first, and I usually do that. We get a character licence for the game, then we all sit down and have a chat about what we're dealing with.

Gary: Usually we watch videos.

Dave: Yeah, the first thing we do is always get a video, we take the story board from the video. That's sent to **Hanna-Barbera** to be approved and they come back to us saying yeah you can do that. We then crack on with it, and write the game and do the graphics. **Hanna-Barbera** have to approve all the graphics and make any alterations, then it's solved. Once you start it generally snow-balls. I mean, if you saw the original *Top Cat* storyboard, it's slightly different to how it is now. I won't tell you what I took out (smirks!). We try to get as much into every game as possible.

Nick: So you don't come up with the plots for the games?

Dave: No, we generally base it on a video. *Top Cat* we based on a video. I think the video was *Top Cat*



A Hi-tec classic, *Ruff N Reddy* delivers the goods!

in Beverly Hills, so that's why we called it *Beverly Hills Cat*, and the original *Yogi* was based on the *Yogi's Great Escape* video.

Nick: How much control do you have over the graphics?

Dave: It depends on how hard we hit him (pointing to Rambo)!

Rambo: They send us sketch sheets with specific drawings of the characters in different poses and things like that. We have to have colours correct on the characters.

Nick: Most cartoon companies keep tight control over what happens to their characters in games, don't they? Is Hanna-Barbera the same?

Dave: Yeah, for example we can never actually kill any character. It's always like that: they can go to sleep or sit down, but you can never, never kill them.

Nick: What about sound effects and music?

Dave: We arent actually allowed to use the music from the cartoons. It's licensed copyright material, I think to **Hanna-Barbera**: they have the right to use it, but that's it. It's not theirs at all. But I actually use samples a lot on the 16-bit versions.

Nick: How do you go about actually making the games. Do you use commercial utilities or have you written your own?

Dave: We write on Atari STs and then just port down to whatever machine the game is for: I use a converted utility and Richard, I think, uses DPaint. This makes it all nice and easy: a lot faster than working on the Spectrum — it's OK until it blows your machine up! It tends to blow the ST up now anc again.

Nick: Oh dear. Moving swiftly along... What are your personal favourite characters you would like to make a game from?

Dave: *Yogi* has been the best one so far for me. I don't know about Ricky and Gazza. But then that's because it's one of the best games I've done for ages.

Rambo: I'd like to do *Touche Turtle* because that would fit in with Turtlemania and we could cash in on all that.

Gary: I'd like to do *Captain Caveman*, I like him.

Dave: You have to be careful though, there are a lot of weak characters about. Like a lot of people haven't heard of *Jonny Quest* (who? — Nick). But he is a very, very major character in the States.

Nick: Who comes up with ideas for original games?

Dave: We all just put our heads together basically, and say 'Oh, we would like to do something like this and we just each add bits until we have a complete storyboard.

Nick: How much attention do you pay to what other software houses are doing?

Dave: None, because we know our games are better than theirs! No, we play quite a lot of Amiga games, but budgetwise we cant keep up with all the rereleases. If a good game is rereleased at £2.99 you've got to expect it to go to the top of the charts. We do look at the charts a lot.

Nick: What plans have you got for the future?

Dave: We're launching a £3.99 label, starting with *Top Cat*. The price is a little higher, but if you look at the average amount of pocket money the kids have got, it's quite high. Something like £5.00 a week. When you've got a game selling at £10.95, that's ludicrous.

Gary: This way we get more chance to develop a game.

Dave: Even though it goes up an extra pound, we dont make it. We perhaps get 20 or 30 pence. The extra money gives us an extra couple of weeks. I spend about six to eight weeks coding a project, that's for two formats. Total production time including graphics is about three months.

Gary: I spend about two to three months on the first version and an extra month on the second, total time about five months.

Dave: Two to three months, that's on a conversion. It just gives us that bit more time to polish it up. We believe that what we're doing at the moment is the same quality as full-price software, but because we don't have enough time the games lack depth. With more development time we could spend more months producing a game; we can't do it at the moment, it just costs too much. That's why we're putting the price up. Looking at our average review percentage, 70 to 80 percent, how many can boast that from such a hard-nosed bunch of rewiewers? (Dave gets hit from every angle by flying biros).

n Look out for a review and competition for *Top Cat in Beverly Hills Cat* in this issue! Thats all folks!

One for all and all down the pub for a pint, it's Dave, Rambo and Gazza!



HANNA-BARBERA GAMES FROM HI-TEC

Yogi's Great Escape
79% Issue 78

Hong Kong Phooey
70% Issue 79

Ruff and Reddy in The Space Adventure
73% Issue 79

Atom Ant
78% Issue 82

Top Cat in Beverly Hills Cat
80% Issue 84

AND COMING SOON...
Yogi Bear and Friends in the Greed Monster Adventure
Quick Draw McGraw
Jonny Quest
Augie Doggie and Doggie Daddy

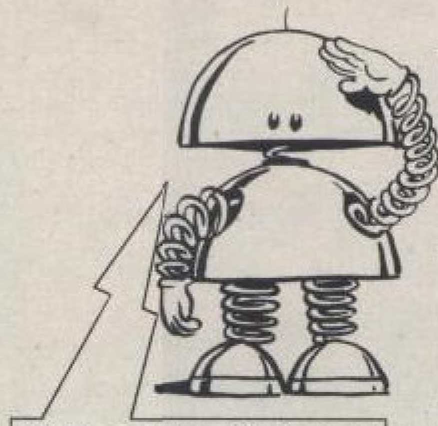


A QUID'S MORE QUALITY?
Charging £3.99 for a budget game with more quality than usual is a smart move. With that extra bit of money programmers can afford to spend more time producing a top game. But what do you think? Is £3.99 taking budget software just outside a pocket-money price range? Lloyd Mangram's Forum is always open to your views, so let us know what you think. The address is: NEWSFIELD, LLOYD'S FORUM, CRASH, LUDLOW, SHROPSHIRE SY8 1JW.

MAIL ORDER

ZX SPECTRUM

BUY YOUR SAM COUPÉ FROM CRASH!



SAM COUPE PACK ONE
The computer, the disk drive, the power pack, the manuals, the tapes and Flash! - the art program! All for £199.95

SAM COUPE PACK TWO
The computer, two disk drives, the power pack, the manuals, the tapes and Flash! - the art program! All for £275

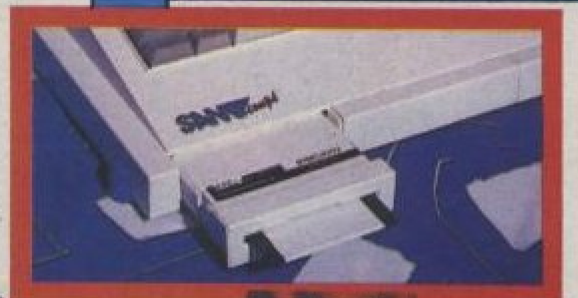
Hi! Sam here. This is your chance to catch up with the latest and hottest computer around - the SAM Coupé. You can now buy your SAM Coupé straight from CRASH - a guarantee of reliable and efficient service.

DISCOUNT SAM COUPÉ SOFTWARE
Famous Five on a Treasure Island, Sam Multipack 1, Defenders of the Earth, Mind Games 1, Sam Tape III.
Tapes £9.99 each, Discs £11.99 each

AND THOSE OPTIONAL EXTRAS
Coupe Disk Drive £79.95
256K Memory Pack £39.95
Communications Interface £29.95
External Disk Drive Interface £29.95
Scart Monitor Cable £9.95
Midi Cable £6.99
Advanced Technical Manual £15.99

Export orders please add £10 for extra handling charges.

THE DISK DRIVE





THE COMPLETE SAM COUPÉ PACK ONE



CRASH SPORTS BAG £6.99

Get a whizzo CRASH sports bag with two carrying handlles and a removable shoulder strap!



CRASH DUST COVER £4.99

Don't let the dust atttack your spectrum, protect it with a CRASH computer cover! Available for the Spectrum, Spectrum +, 128 and 128+2

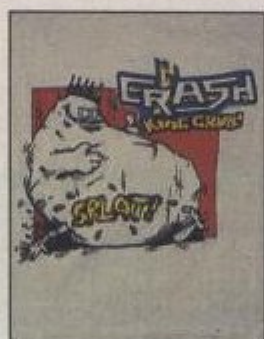
T—SHIRTS £4.99, SWEAT SHIRTS £7.99



CRASH RED MOON
T—Shirts only sizes
M,XL



CRASH SURFER
T—Shirts only sizes
M



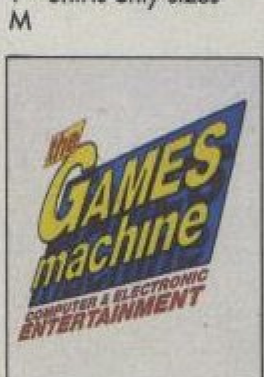
CRASH KING GRUB
T—Shirts only sizes
M



CRASH BLACK
T—Shirts sizes
S,XL
Sweat Shirts sizes
S



CRASH WHITE
T—Shirts only sizes
M,XL

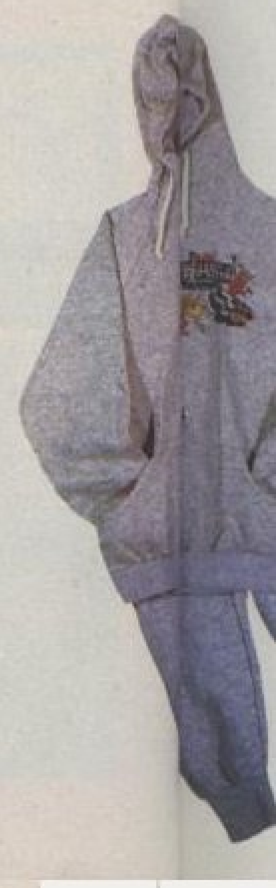


T.G.M.
T—Shirts only sizes
M,XL

CRASH CAP £3.99
T.G.M. CAP £1.99







CRASH/ZZAP TRACKSUIT £7.99

small only

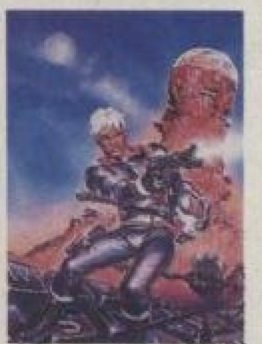
ALL PRICES INCLUDE POSTAGE, PACKING AND VAT. NO HIDDEN EXTRAS

Please note — all offers on this page are while stocks last, order now as our policy is first come first serve!

VISA HOTLINE 9am to 5 pm 0584 875851 Access VISA







POSTERS £3.99

Colossal A1 size posters, featuring the best of Oliver Frey's artwork! Red Moon, Zombies of the Night, Kepler of Mars, Metro Force 1.(not shown)



CRASH STICKS

DYNAMICS COMPETITION PRO 5000 (NORMAL)
Features arcade quality microswitches, dual fire buttons, robust steel shaft and rubber return for smooth control.
OFFER £13.50



DYNAMICS COMPETITION PRO 5000 (CLEAR)
Same as PRO 5000 NORMAL, but with see-thru body.
OFFER £13.99

DYNAMICS COMPETITION PRO EXTRA
Features rapid fire, unique slow motion and see-thru body.
OFFER £14.99

POWERPLAY CRYSTAL STANDARD
Clear joystick with red fire buttons and pistol grip handle.
OFFER £14.99

POWERPLAY CRYSTAL TURBO
Same as CRYSTAL STANDARD, but includes fast Autofire action.
OFFER £16.99

POWERPLAY CRUISER BLACK
With dual lead for spectrum 48K/128K/Plus/PLus2/Plus3.
OFFER £9.99

POWERPLAY CRUISER CLEAR AUTOFIRE
Simply by holding down either of the fire buttons engages Autofire.
OFFER £12.99

THE CRASH HOT SIX

TURTLES
Image Works
£10.44/13.99
Save £2.55/£3

DIZZY 4
(Compilation) CodeMasters
£7.99
Save £2

LOTUS TURBO
Gremlin
£7.99/11.99
Save £2/£3

ROBOCOP 2
Ocean
£9.99/12.99
Save £2/£3

NAVY SEALS
Virgin
£8.99/12.99
save £2/£3

EXTREME
Digital Intergration
£7.99
Save £2

SOFTWARE MEGADEAL

If you wish to order any software that is currently available please use the following Special Offer discount table to calculate your Offer price using the reccommended retail price as quoted on the software houses adverts

RRP	OFFER	SAVE
4.99	3.99	1.00
5.95	4.74	1.20
7.95	6.40	1.55
7.99	6.44	1.55
8.95	7.20	1.75
8.99	7.24	1.75
9.95	7.95	2.00
9.99	7.99	2.00
11.99	9.99	2.00
12.95	10.40	2.55
12.99	10.44	2.55
14.95	11.95	3.00
14.99	11.99	3.00
19.95	15.95	4.00
19.99	15.99	4.00
23.00	18.40	4.60
24.95	19.95	5.00
28.95	23.15	5.80
29.95	23.95	6.00
34.95	27.95	7.00

FREE GAMES!

Furthermore, order any three £2.99 games and we will give you one £2.99 game absolutely free.

DISCOUNT HOTLINE

Please phone 0584 875851 now between 9 and 5pm and ask for Discount hotline and we will give you availability and release dates for your software order.

BACK ISSUES

LIMITED NUMBERS AVAILABLE!

The following limited stock standard issues are available for a measly £1.75 each.

17 to 37, 39 to 53, 55 to 57, 61 to 64

The following COVERMOUNTED issues are at a premium and going like hot cakes! They are available at a mere pittance for £2.35 each.

54, 58 to 60, 65 to 68, 70 to 82



HOW TO ORDER

Please fill in the coupon below and remember, if you are ordering software make sure you have specified which computer it is intended and whether you require cassette, disk or cartridge format. Similarily, dont forget to indicate garment size for cloathwear. Alternatively phone our hotline ordering service between 2 and 4 pm for fast effective service (credit card payment only).Prices valid for UK/Eire/Europe only. For Overseas orders please add £2.00 per item for Air Mail delivery.

CRASH MAIL ORDER ISSUE 84

Name ______________________

Address ______________________

____

____

____

Post code ______________________

Tel no. ______________________

Description	Format/Size	Price
	TOTAL ORDER	

Method of payment (please circle) Access | Visa | Cheque | PO

Credit Card No

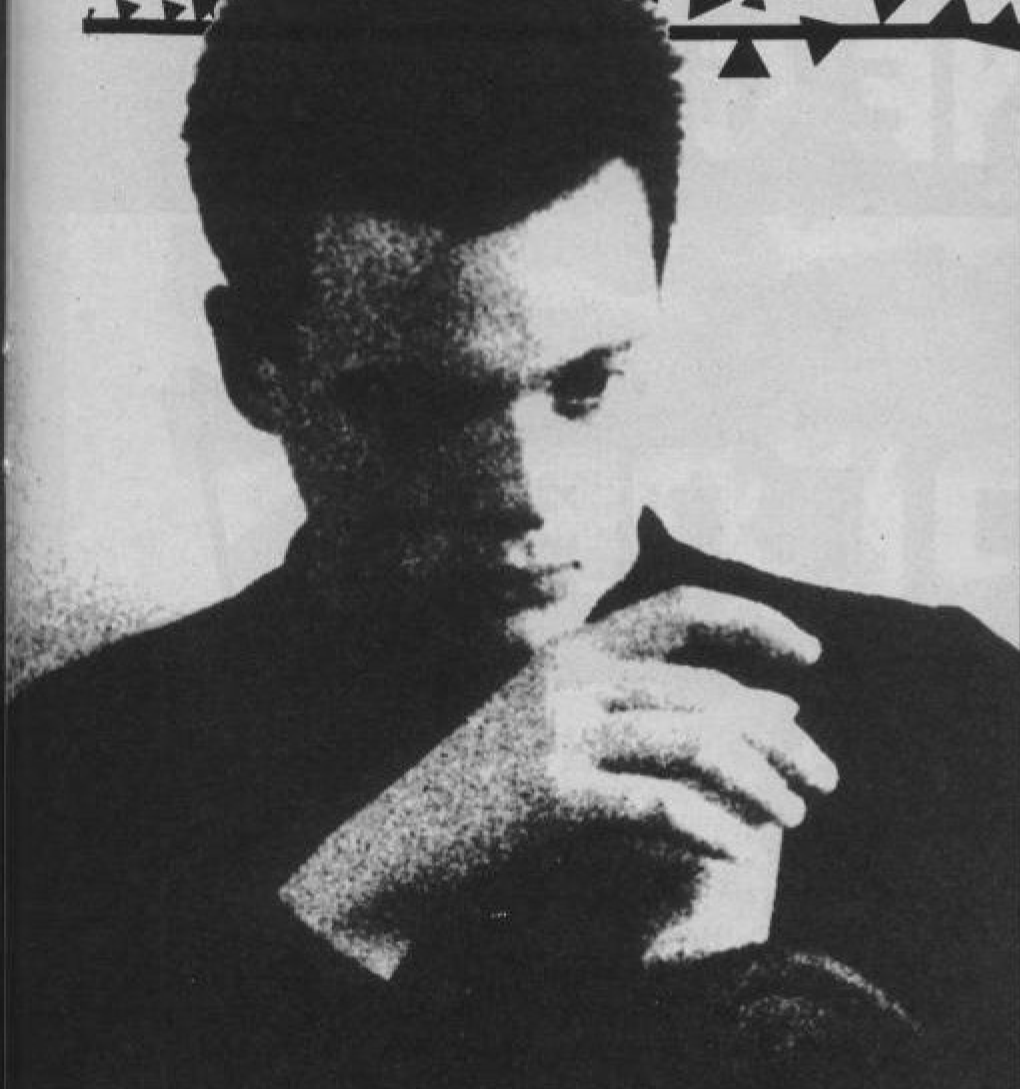
Expiry Date

Please make cheques and postal orders payable to CRASH ltd.

SEND THIS FORM TO:
CRASH Mail Order, PO Box 10, Ludlow, Shropshire,, SY8 1JW


ENTER THE WORLD OF Hi-TEC
YOGI'S GREAT ESCAPE™
HONG KONG PHOOEY™
SPECTRUM CBM 64 AMSTRAD AMIGA ATARI ST
SPECTRUM CBM 64 AMSTRAD ATARI XL/XE AMIGA ATARI ST
SPECTRUM CBM 64 AMSTRAD AMIGA ATARI ST
ANTIRIAD
SPECTRUM CBM 64 AMSTRAD
ATOM ANT™
RUFF and REDDY™
Hi TEC Software
SPECTRUM CBM 64 AMSTRAD ATARI XL/XE AMIGA ATARI ST
SPECTRUM CBM 64 AMSTRAD
SPECTRUM CBM 64 AMSTRAD
TOP CAT™
YOGI BEAR & FRIENDS™
SPECTRUM CBM 64 AMSTRAD ATARI XL/XE AMIGA ATARI ST
SPECTRUM CBM 64 AMSTRAD ATARI XL/XE AMIGA ATARI ST
AND PLAY WITH THE STARS
SPECTRUM CBM 64 AMSTRAD AMIGA ATARI ST
COMING SOON
Quick Draw McGraw™
JONNY Quest™
Augie Doggie & Doggie Daddy™
FOR A FULL LIST OF OUR TITLES SEND A S.A.E.(AT LEAST 148×210MM) TO:-
Hi TEC SOFTWARE
4-5 BARMOUTH COURT
BARMOUTH ROAD
SHEFFIELD S7 2DH
ENGLAND
SPECTRUM CBM 64 AMSTRAD
SPECTRUM CBM 64 AMSTRAD AMIGA ATARI ST
SPECTRUM CBM 64 AMSTRAD
TELEPHONE: 0742-587555 FAX: 0742-580547
Hanna-Barbera
© 1990 HANNA-BARBERA PRODUCTIONS INC.

Nick's PLAYING TIPS



Another year dawns, a fatter CRASH, fatter readers too with all that Christmas fare around! Well, here's one way to keep trim over the festive months: turning the pages and reading this totally dude edition of Playing Tips!

This issue I've got the complete solution and maps to none other than that CRASH Smash from a couple of months back, *Shadow Of The Beast*, plus a low down on the cover game *The Colditz Story*.

There are some really neat games about at the moment, *Turtles*, *Robocop 2* and the new Dizzy game, *Magicland* to name but a few. All these games would look brilliant mapped, so how about it? The best one I get will get £40 of luverly software to buy any game in the known universe (within reason), so get your coloured pens out and get mapping.

Oh, by the way. If anyone out there wants to buy a gorgeous black Metro then I know where there's one going cheap(ish)!

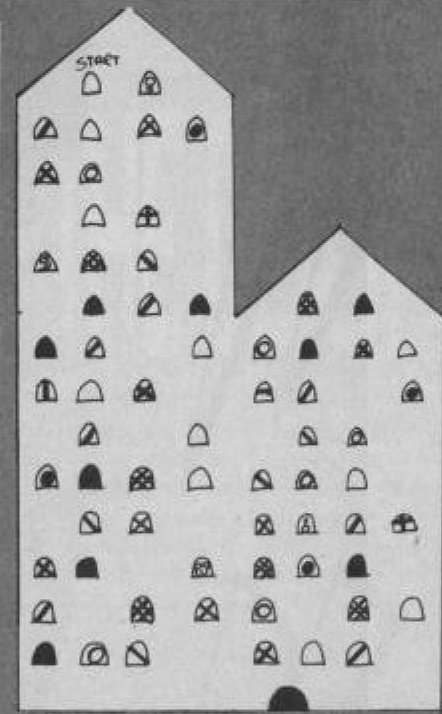
THE COLDITZ STORY

Ich haban frantfurter zooban! What? Yes folks my German lessons at school were not a great success (ask my teacher, Miss Edwards — I drove her up the wall!). It's not surprising then that I wasn't the best at playing *The Colditz Story*. For all you dunces out there (like me) here's a list of all the German phrases and the answers you should give from Stuart Crawford **of Greenock in Scotland,** Edward Reed **of Cosheston and** Alan Lowther **of sunny Ludlow.**

Wo sind die Toiletten? (Where is the toilet?)
Turn next left.
Wo ist der Konsultant? (Where is the consultant?)
In his office.
Guten Abend. (Good evening.)
Good evening.
Ich heisse Adolf. (I am Adolf.)
My name is Fred.
Woher kommen Sie? (Where do you come from?)
I'm from England.
Möchten Sie eine Zigarette? (Do you want a cigarette?)
No I don't smoke.
Sprechen Sie English? (Do you speak English?)
Yes I do.
Gefaellt es Ihnen hier? (Pleasant here?)
It's lovely here.
Wie lange sind Sie schon hier? (How long have you been here?)
Two months sir.
Wie geht es Ihnen? (How are you?)
Fine thank you.

Now the complete solution and map from Richard Amey **from Warwick.**

R, pick up green key, D, R, pick up chocolate bar, L, L, D, D, D, L, pick up rope, R, drop green key, D, D, D, D, D, R, R, R, R, D, pick up yellow key, U, L, L, L, L, U, U, U, U, U, R, D, R, D, R, R, D, D, R, D, D, D, D, D, L, D.



Green key
Dodge four germans
Chocolate bar
Shoot german
Swing across rope
Gold crucifix
Kill German using trap
Shoot German in building
Long rope
German asks question
Wooden staff
Soggy sandwich
Yellow key
Mouse trap

And a few tips from Thomas O'Shea **of Liverpool.**

1. Try not to lose lives on the sub-games at the beginning, as the sub-games get more difficult towards the end.
2. Once you have completed a sub-game you don't have to do it again if you return to that room, unless you get caught.
3. You only need the green and yellow keys, the rope and the chocolate to complete the game. The rest of the objects you find are useless (gold crucifix, mouse trap).

A little cheat from David Sanders **of Portslade.**

Go into 48K mode and load in the block of data after the title screen using the normal LOAD "". When this has loaded it will continue searching so press BREAK. Now type in BORDER 0: PAPER 0 and the screen will turn black. Type in GOTO 9530 and you will see the glorious end of game message! Good eh?

PLAY THE INTERACTIVE TELEPHONE GAME.



THINK IT OVER CREEPS!!

It's Detroit ..... the future. The cops are on strike. The future of law enforcement is in the hands of one man .... or is it one machine!

An evil new designer drug called "Nuke" is destroying the remaining fragments of civilised life. Only RoboCop stands in the way of the ruthless drug barons and this time he faces a new enemy ... the incredibly powerful RoboCop 2.

In this major new state of the art interactive telephone game, based on the smash hit movie ROBOCOP 2, YOU become RoboCop. Using Touch Tone (the buttons on your phone), or Voice Recognition (you speak your commands), you decide where RoboCop goes and what he does as he tries to track down the headquarters of Cain the Nuke King and his evil gang. You will even have an option to save the game using a personalised PIN number so that you can carry on where you left off when you call back at a later date (up to 6 months later).

You are on a patrol. Its night. Old Detroit is swarming with low life. Across the street you hear shouting. There's a smash of glass followed by a burst of gunfire.

The most deadly mission RoboCop has ever undertaken has begun. What happens now is up to you!

THE PPC
PHONE PROGRAM COMPANY

Carver House
2-4 Carver Street
Sheffield S1 4FS

(Calls cost 33p per minute cheap rate and 44p per minute at all other times. If you wil not be paying for the call, please check with who does.)

CHEEKY CHEATS

with MC Nicko!

MANCHESTER UNITED
When playing the computer press one of player two's keys. The computer team all stand still apart from the goalie!
(Stuart Crawford)

SKATIN' USA
When the game has loaded select the 'Type Code' option and type in 'THISBOYCANWAIT' (note there are no spaces). Now when you start the game you automatically go onto the forest, which is the fourth stage.
(Scott Manning)

FOOTBALL MANAGER
This is the game from the *Supreme Challenge Soccer Spectacular*. On the menu screen go to the team list and sell (or try to) any player. Refuse until an 'i' is next to his name. When you play the next game not only is he fit but he also has ten more energy points! You can do this as often as you like.
(Thomas O'Shea)

RASTAN
For infinite energy hold down BREAK and SPACE at the same time.
(Scott Friel)

TURRICAN
Load the first level and pause the game by pressing H. Now hold down all the keys on the keyboard possible except H. If you do it correctly the game should return to the screen that says 'LOAD LEVEL 1-1' but you should now have 99 of everything except diamonds and gyros.
(The mysterious Mr Cheat)

HAMMERFIST
Try pausing the game and holding down N, Y and C. Now unpause and press L to skip a level.
(The getting more mysterious Mr Cheat)

IMPOSSAMOLE
Pause the game and hold down the keys M O L E then unpause for full energy.
(Very mysterious!)

INDIANA JONES
Wait until the game's loaded and type in 'JIMBO'. The message CHEAT MODE ENABLED will appear beneath the joystick section and you'll have infinite lives on your next go.

SPYHUNTER
If you get to the helicopter pull back on the joystick and come to a standstill. The bombs it drops will all fall in front of the car and not touch you at all. You get 150 points for each one dropped!

DALEY THOMPSON'S DECATHALON
When a game has ended you can press any number from 0 to 9 to restart with three fresh lives and your old score back. This can be repeated as many times as you like. The only trouble is that the qualifying times get a little difficult eventually.

THE RUNNING MAN
If your power is low then kick the dogs (aw, not nice to the little poochies!), they'll give you more to carry on and give those stalkers what for.

SHADOW OF THE BEAST

A real toughy this one, but one of the most enjoyable games to play lately. Luckily I found the complete solution and maps on the game in ZZAP!!, CRASH's sister magazine. After a bit of adaption they're ready for your peelers...

At the start of the game go left. Do not got down the well. When going through the woods watch out for spikes in the ground hidden near the trees and the bat and Psygnosis face that fly at you from the air. Keep going left until you come to a tree with a door, go inside!

Once in, immediately watch out for the flame that shoots from the left hand side of the screen. Go R, D, L, D, R and watch out for the locusts (crouch down and punch as close to them as possible). Go D, L, D, L, and you should now be crossing a bridge. Watch out for the overhead tree roots which can snag you. Go D (if you go left you fall and die!). Go R, D, R, D, R, D, L, D, L, and fight your way through the cavern cronies. This takes you to an acid drop passage with a gap at the end and a precious key. Kill all the baddies on the way and keep moving to avoid being dripped on. After collecting the key drop down the hole and collect the life restoring potion.

Now go right killing the lizards and U, R, U, L, U, L, D, L, through all the baddies. The monster throwing the ball cannot be killed, but by punching the ball you can get a plasma bolt (keep running backwards and forwards to avoid being fried). It's a good idea to collect the plasma bolt last as collecting any more items after this causes you to lose the all-important bolt. Go right and into the teleport, L, U, R to meet the big crushing skeleton monster. Fire like mad at him with the plasma bolt, if you don't have it you're dead meat!

Now move R and take the first U and L after the sword wielding monsters have had their fun. Avoid the nasties and hit the switch on the far left wall. Now go R and U then go R and collect the +4 lives. Go L and time your moves between the eyes and beware of bats. Get the key and go R and take the first D.

QUICKIES!

You know what it's like at Christmas. You mention you'd quite like some computer games under the tree and you end up with something pretty old you're little bruv or sis picked up from a market stall (bless 'em). In case you have this trouble here are a few quickies for some older games.

WONDERBOY
To get the skateboard right from the start just play the game in two player mode, then as soon as you get the skateboard press DELETE and EXTEND MODE. This will restart the game. Now quit and restart the game again and you'll have all your lives and the skateboard right from the start.

ARKANOID
When a high score has been achieved type in your name as 'PBRAIN', then start the game again as usual. The SPACE TO CHEAT message will come up. If space is pressed the game is started where the last player left off.

HEAD OVER HEELS
Guide **Head** right through the door until he comes up against a wall. (SWAP) Turn **Heels** to face the wall. (SWAP) On Head keep the fire button pressed. When Head jumps to his full height repeatedly tap the swap button and he'll jump over the wall to meet his friend.

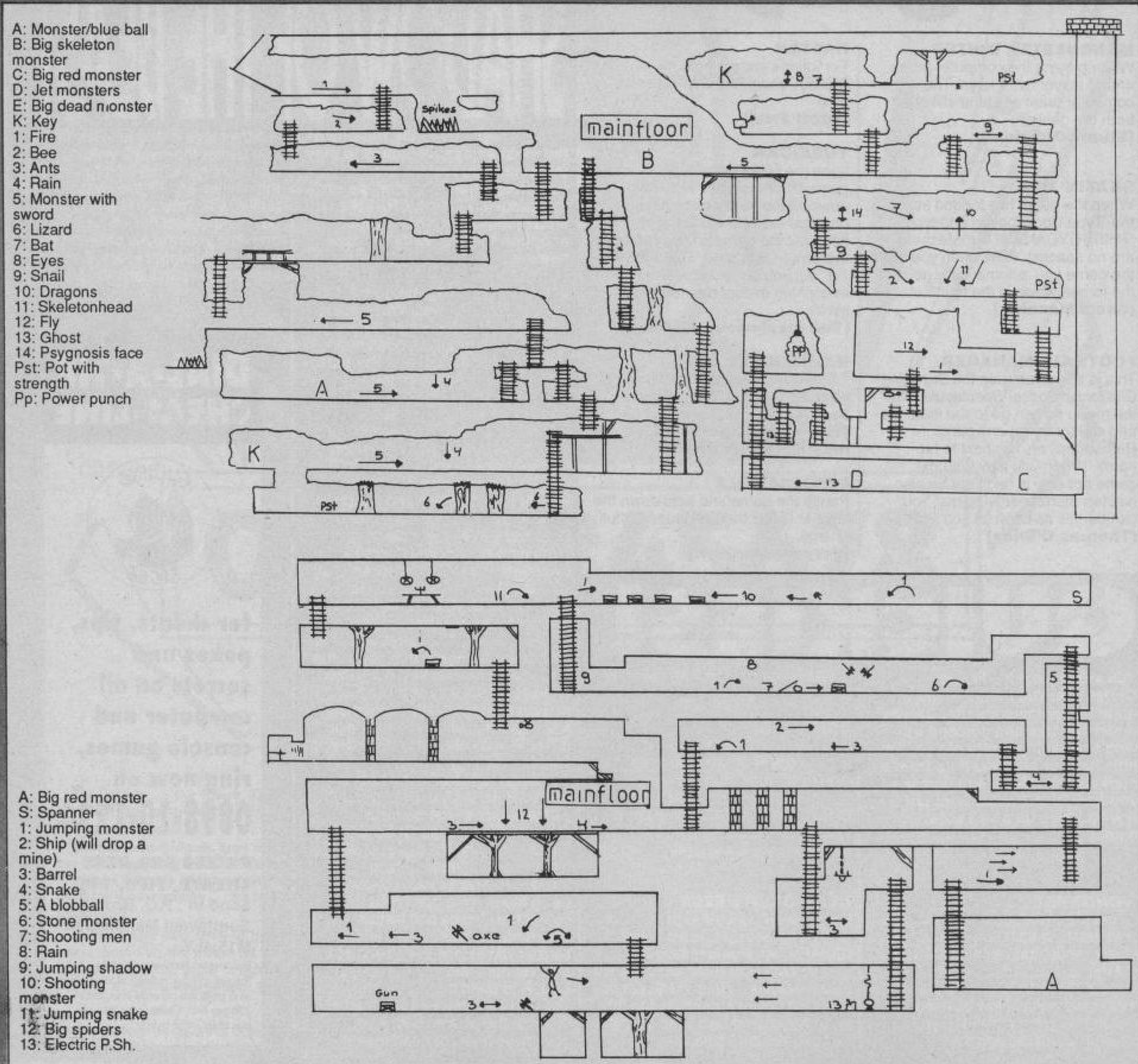
Now go R, D, R, U, R, D, L and watch out for the lizards and leaper. Take the first D, R, D, keep going right until you come to the potion. Collect this to restore all your lives. Go L and D, R, D, L, watch out for the flame. D, L, D, L, U, L, D, L, U, R. You should now be at the power punch (with the energy field around it switched off, remember?). Now go L, D, D, and keep heading R while dodging the rocket engines. Jump over or attempt to avoid the mass of lizards as you continue right and kill the red rhino with the power punch. Now go to the well, use the key and go up and back into the fresh air — phew! 50% completed.

Keep moving R and punch all the pillars along the way for much needed extra lives. Dodge all the eye balls you encounter and kill everything that attacks. Eventually you reach a castle. Run on past the door and collect the torch in the top right corner of the building: now enter the castle.

Once inside go L, U, R watching out for the monsters. Collect the extra lives hidden in chests. Go D, R, U, as far as possible, L, D, L. Now go U, R, and collect the strength but watch out for the acid raindrops from the ceiling. All the time beware of leapers and bats which attack from both sides. Go as far R as possible and collect the spanner. Now go as far L as possible then D, R, D, R and fall D. Go L avoiding the giant spiders (just run underneath when they move up), D, R, D, L. When you find the chest hit it and you'll have collected a gun.

With the gun move R and the forcefield will have been switched off (if you have the spanner). Go U, L, U, R, D, L, D, R and destroy the three-headed dragon with the gun. To go through the door you must have a key and you will find yourself with a mask on. The game now turns into a shoot-'em-up. All you have to do is keep moving R and shooting the things that come at you from all directions. Especially beware of the killer spikes that come up from the ground. When (or if!) you arrive at the giant crab monster hit the pincers above and below the eyes until it blows up.

If you have the second key you'll now be outside again. Keep moving R hitting the pillars for extra lives. Beware though, when pillars come in sets of two the first one gives you extra lives and the second one will take them away again, not fair! At the end of your marathon run you should encounter the giant (I mean G I A N T!) dragon. Kill it and that should be the end, simple!!!





WIN - WIN - WIN - OVER £300 WORTH OF JOYSTICKS TO GIVE AWAY

Name: ____________

Address: ____________

____

Post Code ____________

How Many Microswitches give 8 way Directional Control

4 ☐ 8 ☐ 16 ☐

Which Euromax Stick has been Europe's Best Seller for 8 Years

Pro 9000 ☐ Arcade ☐ Flashfire ☐

Tie Break: Name Your Favourite Retailer and in no More Than 12 Words say why he is Besit.

Name ____________

Address ____________

____

Why? ____________

Please tick if you require further information on the Joystick Range ☐

Closing Date 31st Dec 1990

EUROMAX FREEPOST BRIDLINGTON
N. HUMBERSIDE YO16 4BR Tel: 0262 602541

THE JANUARY COMPETITION

THE COMMODORE AMIGA

OR

SEGA MEGADRIVE

(Plus Game of Your Choice)

OR

NINTENDO

(Mega Turtle Gift Pack)

OR

ATARI LYNX

WIN

In The FANTASTIC **DIAL-A-QUIZ** CHRISTMAS Computer Competition

Answer 4 simple computer related questions and by this time NEXT MONTH YOU could be the Lucky Winner of one of FOUR Superb First Prizes in this months DIAL-A-QUIZ "Welcome to 1991" Computer Competition

e.g. QUESTION: In which game would you find Professor Elvin Atombender?
ANSWER: 1. Double Dragon
2. Impossible Mission
3. Monty Python's Flying Circus.
It's THAT simple!

And REMEMBER, you can enter ALL Competitions as many times as you like.

Commodore Amiga Hotline:	0839-121-161
Sega Megadrive Hotline:	0839-121-162
Nintendo Console Hotline:	0839-121-163
Atari Lynx Hotline:	0839-121-164

One first prize in each competition. Winners are chosen at random from all correct entries received. Closing date 20th January 1991. All calls last approximately 4 minutes and if you are under 18 we ask you to please obtain your parents consent before you dial.
Calls are charged at 33p per minute cheap rate. 44p per minute at all other times.

OCTOBER RESULTS

CHRISTOPHER MITCHELL From KENT, AMIGA
IAN HIGGINS From LEEDS, SOFTWARE
STEPHEN JONES From ASHTON-UNDER-LYME, SOFTWARE

P. Grove. DIAL-A-QUIZ. P.O. BOX 11, SKEGNESS, LINCS. PE25 3NL

sim city

I wish Ludlow would simulate a city! I'm fed up of this pokey little market town. A city might have a decent record shop for a start, all we've got is Woolies! Anyway, you don't want to read about my moans, here are a few more tips on this brilliant game from Jon 'Wobb' Worby **of Solihull.**

Build up your city as usual from the start, but put taxes at about 1-3%. It doesn't matter what the level is, it just has to be low to attract people to your city. When the calendar flicks to December, race to the budget screen and put taxes up to full wack (20%). Go back to the city. Just after the calendar reaches January put taxes back to a low level again. You have now collected 20% tax from the citizens without a major migration.

Continuing from **Nick Pirie**'s tips on September: build a lot (well 10-15) of residential areas to start with, spread nicely around 3-4 commercial zones. Put a nuke power station and industrial zones about one screen's length from the main city.

It'll cost in roads etc, but funds can be topped up using the previous tip, and it'll reduce pollution and please the citizens. A port doesn't really take effect until your population is about 15,000, but it's essential to keep it close to industrial areas *and* the sea! Always give transport 100% funds or it'll become unrepairable. Police will run at 80-90% for some time before asking for more. Fire services will work in a similar way. Airports don't really become effective until the population is about 20,000. Stadiums are not much use either until citizens actually ask for one.

PRISON RIOT

Trust Richard! Just because he couldn't get anywhere when he reviewed the Players game, *Prison Riot* he gave a plea for an infinite lives POKE on the game. To his rescue comes Chris Jogger **from Wolverhampton with this offering: Chris wins a CRASH T-shirt.**

```
10 REM PRISON RIOT 48/128
POKE FOR INFINITE ENERGY
AND AMMO
20 CLEAR 5E4: LOAD ""CODE
30 IF PEEK 23296 THEN LET
A=65262: POKE A,226: POKE
A+1,33: LET X=147: GO TO 50
40 LET A=65215: POKE A,234:
POKE A+1,89: LET X=81
50 FOR F=23440 TO 23446: READ
A: POKE F,A: NEXT F
60 RANDOMIZE USR 65024
70 DATA 175,50,X,138,195,1,132
```

LORDS OF CHAOS

A few tipettes for that strategy game from the May issue. It missed a Smash by only 10% but Matthew Pateman **of Maidstone has made up for that by smashing it to pieces in his compilation of these tips: earning him a £40 software voucher!**

Designing Wizards

Try to design a wizard because if you don't the computer will probably give you really naff spells. Try to pick these, or some of these spells:

Creatures:
Demon — level 2 or 3 — good fighter
A dragon — 2 — excellent fighter
Troll — level 1 or 2 — fighter
Goblin — level 2 or 3 — collector
Centaur — level 2 — collector
Gryphen — level 2 — flyer
Unicorn — level 1 or 2 — mount
Lion — level 1 — fighter
Bear — level 1 — fighter
Giant spider — level 1 — fighter
Vampire — level 2 — fighter
Spectre — level 2 — fighter

Potions:
Healing — level 1 or 2
Super invisibility — level 1 or 2
Flying — level 1 or 2

Weapons:
Sword — very good weapon. Also good for throwing but very heavy.
Knife — Excellent for throwing but not very good for combat.
Shield — Only good for defence and quite heavy.
Bow — Good for shooting, especially if enchanted.
Spear — Alright for combat but good for throwing.
Club — Useless at everything and very heavy.
Axe — Excellent at everything especially throwing, but not good at defense.
Ninja star — only good for throwing.
Slader (only found on level 2) — Excellent for combat but only OK at defense, but heavy.

Others:
Magic fire — Level 3
Flood — Levels 1 or 2
Tangle Vine — Levels 1 or 2
Gooey Blob — Level 2
Teleport — Levels 2 or 3
Magic Eye — Level 2
Enchant — Level 2
Lightning — Levels 1 or 2
Bolt — Levels 1 or 2

General Tips

Level 1
★ Keep your creatures in groups of at least two or three.
★ Give weapons to weaker creatures.
★ You can find potion ingredients easily, so just send one creature out to get them.
★ Regroup at a house, and close the doors behind you!
★Try to keep your wizard on a mount.
★ Use magic fire early or immediately after the other wizard uses it.
★ If your wizard is in a sticky situation use the teleport to get away.
★ Use the big map at the start of each turn.
★ Only move creatures through terrain if they're that type (eg. crocodiles are water type).
★ When the portal appears, there are always creatures guarding it.

Level 2
★ Never move through lava rivers or you'll burn your bot!
★ Keep a watch (or a magic eye) out for invisible and undead creatures.
★ The slayer is on the room with a locked chest in a square of molten lava. Find the door and chest key but watch out for demons.
★ There are only a few potions about so use them wisely.
★ Teleport yourself to the portal.

Level 3 — The Solution
From the start, get a demon, a collector and a mount. Then, next turn get more creatures. Open right hand door on left. Smash glass cases to get weapons. Then go back down and continue right. When you see a pink circle there is usually a creature. Go right until you see a square shaped bit with candles. Don't step in the middle or it will flood and kill creatures. If this happens take the passages above it, but don't go on the chequered grid passage.

Go right and into a room where you see a head, walk through the wall there. Go up through the next door, left and then up to the chasm. Throw the ninja stars, magic bolts (not too many), etc. at the troll and giant with enchanted bows. Go right, up and left through the door. Go through the next left door and left. Along the bottom are three rooms. Go to the middle room: there's a hole in the middle of the wall, one place down and you find yourself in the top left hand corner room with a square and diamond.

Don't go near the diamond because if you do some green fire will come up and it's impossible to get out! Then take the right hand corridor and go into the room with the wooden floor. Set fire to the floor and mount the flying creature. Fly over to the room with pulsating circles and you'll see the wizard. Fire all you have at him in the way of spells, creatures and weapons (try subverting one of his). Then go through the portal, simple!

Notes
★ You must have magic fire, magic lightning, bolt and similar demons and flying mounts to complete it.
★ The pulsating circles are teleporters that make you come out at the pink circles.
★ Don't forget to kill the creatures.
★ If you go up from the start a tangle vine trap and goblins will kill you.

POKEMANIA TO THE RESCUE!

Graham 'Turbo' Mason's offerings this month are:
Rick Dangerous II — Infinite lives, ammo and bombs.
UN Squadron — Infinite credits, no planes.
Empire Strikes Back — Infinite shields.
Teenage Mutant Hero Turtles — Infinite lives.
Cabal — cheat.

Now is the time to get a piece of paper out and your pens and pencils and compile tips and maps on all those games you received for Crimble. I don't mind if they're brand new games or older stuff. Don't forget the best offering each month gets £40 of software. Send all your excellent work to: NEWSFIELD, NICK ROBERTS, PLAYING TIPS, CRASH, LUDLOW, SHROPSHIRE, SY8 1JW. Happy New Year!

COMSOFT (Coldstream)Ltd. Comsoft House. Coldstream. Scotland. TD12 4BS.

ACCESS Telephone No.0890 3232 Carriage: Orders less than £10.00 please add £1.00 VISA

Spectrum Cassettes

	R.R.P	OUR PRICE
Astro Marine Corp	9.99	8.99
Austerlitz 1805	12.99	11.79
Back to the Future 2	10.99	9.90
Badlads	9.99	8.99
Batman The Movie	9.99	8.99
Beach Volley	8.99	8.10
The Biz Compilation	14.99	13.50
Black Tiger	9.99	8.99
Blitzkrieg	9.99	8.99
Bloodwych	9.99	8.99
Cabal	9.99	8.99
Carrier Command	14.99	13.50
Castle Master	9.99	8.99
CD Games Pack	19.99	17.99
Championship Golf	9.99	8.99
Chase HQ	9.99	8.99
Cion-op-Hits	14.99	13.50
Colossus Chess 4	9.99	8.99
Continental Circus	9.99	8.99
Crazy Cars 2	9.99	8.99
Crackdown	10.99	9.99
Cycles	9.99	8.99
Dan Dare 3	9.99	8.99
Defenders of the Earth	9.99	8.99
Desert Rats	9.99	8.99
Devpac	15.99	14.40
Dizzy Collection	9.99	8.99
Double Dragon 2	9.99	8.99
Dr Doom Revenge	9.99	8.99
Dragon Breed	9.99	8.99
Dynamite Dux	9.99	8.99
Emlyn Hughes Intnational Soccer	9.99	8.99
Emotion	10.99	9.99
Epyx 21	14.99	13.50
Epyx Action	14.99	13.50
Escape From Planet of Robot Monsters	9.99	8.99
European Superleague	9.99	8.99
F15 Strike Eagle	14.99	13.50
Fiendish Freddy's Big Top/Fun	9.99	8.99
Fighter Bomber	14.99	13.50
Fighting Soccer	9.99	8.99
Flimbo's Quest	9.99	8.99
Football Manager (W.C. Edit)	9.99	8.99
Football Director 2	19.99	17.99
Footballer of the Year 2	9.99	8.99
French Mistress (A+B)	16.99	15.20
Fun School 2 (2-6)	9.95	8.96
Fun School 2 (6-8)	9.95	8.96
Fun School 2 (over 8)	9.95	8.96
Game Set & Match 2	12.95	11.66
Gazza's Super Soccer	9.99	8.99
The General	12.99	11.70
German Master (A+B)	16.99	15.20
Ghostbusters 2	10.99	9.99
Ghouls'N Ghosts	9.99	8.99
Golden Axe	10.99	9.99
Gunship	9.99	8.99
Hammerfist	9.99	8.99
Hard Driving	9.99	8.99
Heavy Metal	9.99	8.99
Heroes of the Lance	9.99	8.99
Heores	14.99	13.50
Hot Rod	9.99	8.99
Hunt for Red October	14.99	13.50
Impossamole	9.99	8.99
In Crowd	14.99	13.50
International 3D Tennis	9.99	8.99
Invasion Force	12.99	11.70
Kick Off 2	9.99	8.99
Klaxx	9.99	8.99
Konamis Arcade Collection	9.99	8.99
Leader Collection (Par 3)	14.99	13.50
Licensed to Kill	9.99	8.99
Magnum Ligt Gun + 6 Games		29.99
Megamix	14.99	13.50
Microprose Soccer	9.99	8.99
Moonwalker	9.99	8.99
Ninja Warriors	9.99	8.99
Nightbreed Arcade	10.99	9.99
Ninja Spirits	9.99	8.99
Operation Thunderbolt	9.99	8.99
Overlord	9.99	8.99
P47 Thunderbolt	9.99	8.99
Pictionary	14.99	13.50
PipeMania	9.99	8.99
Plotting	10.99	9.99
Power Drift	9.99	8.99
Project Stealth Fighter	9.99	8.99
Puffy's Saga	9.99	8.99
Puzznic	10.99	9.99
Rainbow Islands	9.99	8.99
Rambo 3	9.99	8.99
Rick Dangerous	9.99	8.99
Robocop	9.99	8.99
Saint Dragon	10.99	9.99
Sega Master Mix	15.99	14.40
Shadow Warrior	9.99	8.99
Silent Service	9.99	8.99
Sonic Boom	9.99	8.99
Special Action	12.99	11.70
Star Wars Trilogy	12.99	11.70
Stalingrad	9.99	8.99
Strider 2	10.99	9.99
Stunt Car Racer	9.99	8.99
Super off Road Racer	10.99	9.99
Super Wonder Boy	9.99	8.99
Superleague Soccer	9.99	8.99
Taito's Coin op Hits	12.99	11.70
Tasword 2	19.99	17.99
Tenage Mutant Hero Turtles	12.99	11.70
Test Drive 2 - Duel	9.99	8.99
Tolkien Trilogy	12.99	11.70
Treble Champions	9.99	8.99
Turbo Outrun	9.99	8.99
Turrican	9.99	8.99
Twin World	9.99	8.99
Untouchables	9.99	8.99
Vendetta	9.99	8.99
Vulcan	9.99	8.99
War in Middle Earth	9.99	8.99
Wellington at Waterloo	12.99	11.70
Winners	14.99	13.50
Yankee	9.99	8.99

Spectrum Discs

	R.R.P	OUR PRICE
Airborne Ranger	14.99	13.50
Answer Back Jnr Quiz	10.95	9.96
APB	14.99	13.50
Astro Marinne Corp	14.99	13.50
Back to the Future 2	14.99	13.50
Badlads	14.99	13.49
Batman the Movie	14.99	13.50
Bloodwych	14.99	13.50
Cabal	14.99	13.50
Carrier Command	17.99	16.20
Castle Master	14.99	13.50
Chase HQ	14.99	13.50
Chuck Yeager's ATF	14.99	13.50
Coin-op-Hits	17.99	16.20

PLEASE STATE MAKE OF COMPUTER

Spectrum Discs

	R.R.P	OUR PRICE
Colossus Chess 4	14.99	13.50
Continental Circus	14.99	13.50
Cyberball	14.99	13.50
Cycles	16.99	15.30
Dan Dare 3	14.99	13.50
Defenders of Earth	14.99	13.50
Devpac +3	19.99	17.99
Double Dragon 2	14.99	13.50
Dr Dooms Revenge	14.99	13.50
Dragon Breed	14.99	13.50
The Duel Test Drive 2	16.99	15.30
Escape from Planet of Robot Monster	14.99	13.50
Emlyn Hughes International Soccer	14.99	13.50
Epyx 21	19.99	17.99
Epyx Action	17.99	16.20
European Superleague	14.99	13.50
Fiendish Freddy's Big Top Fun	14.99	13.50
Fighting Soccer	14.99	13.50
Flimbo's Quest	14.99	13.50
Footballer of the Year 2	14.99	13.50
Football Director 2	19.99	17.99
Forgotten Worlds	12.99	11.70
French Mistress (A+B)	19.99	17.99
Fun School 2 age 2-6	12.99	11.70
Fun School 2 age 6-8	12.99	11.70
Fun School 2 age over 8	12.99	11.70
Gazza's Super Soccer	14.99	13.50
Ghouls-N-Ghosts	14.99	13.50
Golden Axe	14.99	13.50
Gunship	14.99	13.50
Hard Drivin	14.99	13.50
Heroes of the Lance	14.99	13.50
Heroes	19.99	17.99
Impossamole	14.99	13.50
Kenny Dalglish	14.99	13.50
Kick Off 2	14.99	13.50
Klaxx	14.99	13.50
Leaderboard Collection Par 3	19.99	17.99
Magmun Light Gun + 6 Games		29.99
Micropose Soccer	14.99	13.50
Newzealand Story	14.99	13.50
Ninja Warrior	14.99	13.50
Operation Thunderbolt	14.99	13.50
P47 Thunderbolt	14.99	13.50
Pictionary	19.99	17.99
Pipemania	14.99	13.50
Project Stealth Fighter	14.99	13.50
Puffy's Saga	14.99	13.50
Puzznic	15.99	14.40
Rainbow Islands	14.99	13.50
Rambo 3	14.99	13.50
Red Heat	14.99	13.50
Renegade 3	14.99	13.50
Rick Dangerous	14.99	13.50
Robocop	14.99	13.50
Run the Gauntlet	14.99	13.50
Shadow Warrior	14.99	13.50
Shinobi	14.99	13.50
Space Harrier 2	14.99	13.50
Star Wars Trilogy	19.99	17.99
Stunt Car	14.99	13.50
Super off Road Racer	14.99	13.50
Tasword 2	19.99	17.99
Tasword +3	24.99	22.50
Tascalc +3	24.99	22.50
Tenage Mutant Hero Turtles	16.99	15.30
Turbo Outrun	14.99	13.50
Turrican	14.99	13.50
Twin World	14.99	13.50
Untouchable	14.99	13.50
Vigilante	12.99	11.70
Winners	16.99	15.30

Atari St Educational Software

	R.R.P	OUR PRICE
Better Maths (Age 12-16)	22.95	20.66
Better Spelling (Age 8+)	22.95	20.66
First Letters & Words	19.99	17.99
French Mistress	19.99	17.99
Fun School 2 (Age 6-8)	19.95	17.96
Fun School 2 (Age 8+)	19.95	17.96
Fun School 2 (Age Under 6)	19.95	17.96
German Master	19.99	17.99
Italian Tutor	19.99	17.99
Junior Typist (Age 5-10)	16.99	15.29
Lets Spell at Home	19.99	17.99
Lets Spell at Shops	19.99	17.99
Magic Maths (Age 4-8)	22.95	20.66
Maths Mania (Age 8-Adult)	22.95	20.66
Mathtalk	24.95	22.46
Prof Looks Words	19.99	17.99
Prof Plays a New Game	29.99	26.99
Puzzle Book Vol.1	19.99	17.99
Spanish Tutor	19.99	17.99
Spell Book (Age4-9)	19.99	17.99
Things To Do Numbers	19.99	17.99
Things To Do Words	19.99	17.99
Three Bears (Age 5-10)	22.99	20.66

Atari St Entertainment Software

	R.R.P	OUR PRICE
Anarchy	19.99	17.99
Amazing Spiderman	19.99	17.99
Badlads	24.99	22.49
Batman The Movie	19.99	17.99
Blitzkrieg May 1940	24.99	22.49
Bloodwych & Data Discs	24.99	22.49
Blue Angels	24.99	22.49
Breach 2	24.99	22.49
Cadaver	24.99	22.49
Championship Run	24.99	22.49
Chess Champions 2175	29.99	26.99
Corporation	24.99	22.49
Cricket Captain	24.99	22.49
Debut	24.99	22.49
Deluxe Paint	49.99	44.99
Dragon Breed	24.99	22.49
Drivin Force	19.99	17.99
Dungeon Master/Chaos	29.99	26.99
Dynasty Wars	19.99	17.99
F16 Falcon Mission Disk	29.99	26.99
Fighter Bomber Mission Disk	14.99	13.49
Final Battle	24.99	22.49
Flip It & Magnose	24.99	22.49
Flood	24.99	22.49
Fools Errand	24.99	22.49
Footballer of Year 2	19.99	17.99
Gold of the Aztecs	19.99	17.99
Gremlin Triple Pack	24.99	22.49
Hard Drivin	19.99	17.99
Helter Skelter	19.99	17.99
Heroes	29.99	26.99
Hollywood Collection	29.99	26.99
Hounds of Shadows	24.99	22.49
Hoyles Book of Games	29.99	26.99
Imperium	24.99	22.49
Ironlord	24.99	22.49
Italy 1990 Winners	19.99	17.99
Kick Off 2	19.99	17.99
Khalaan	24.99	22.49

PLEASE STATE MAKE OF COMPUTER

Atari St Entertainment Software

	R.R.P	OUR PRICE
Last Ninja 2	24.99	22.49
Legend Of Lost	24.99	22.49
Anarchy	19.99	17.99
Leisuresuit Larry 3	39.99	35.99
Lost Patrol	24.99	22.49
Lucus Film Double Pack	29.99	26.99
The Light Corridor	24.99	22.49
Magic Fly	24.99	22.49
Magnum 4	29.99	26.99
Night Breed	24.99	22.49
Operation Harrier	24.99	22.49
Oriental Games	24.99	22.49
Photon Storm	19.99	17.99
Plotting	24.99	22.49
Power Boat	24.99	22.49
Power Up	19.99	17.99
Punisher	19.99	17.99
Puzznic	24.99	22.49
Pyramax	19.99	17.99
Rogue Trooper	24.99	22.50
Rorkes Drift	24.99	22.49
Saint Dragon	24.99	22.49
Sega Master Mix	24.99	22.49
Smooth Talker	19.99	17.99
Sporting Gold	29.99	26.99
Spin Dizzy Worlds	24.99	22.49
Super off Road Racer	24.99	22.49
Starblade	24.99	22.49
Strider 2	24.99	22.49
Strip Poker Deluxe	19.99	17.99
The Light Corridor	24.99	22.49
Street Hockey	24.99	22.49
Tempest	19.99	17.99
Tenage Mutant Hero Turtles	24.99	22.49
Thunderstrike	24.99	22.49
T.N.T.	29.99	26.99
Turrican	19.99	17.99
Twin World	24.99	22.49
Untouchables	19.99	17.99
Vaxine	24.99	22.49
Venus Fly Trap	19.99	17.99
Voodoo Nightmare	24.99	22.50

Atari St Business Software

	R.R.P	OUR PRICE
Autoroute	80.44	72.40
Basic ST	79.99	71.99
Bigband	169.99	152.99
Bookkeeper	113.85	101.86
Cash Trader Sterling	113.85	101.86
Cashbook Controller	49.95	44.96
Cashbook/Final Accounts	69.95	62.95
Day By Day	69.95	62.95
Devpac ST (Version 2)	59.95	53.96
Digibase	49.95	44.96
Digicalc	39.95	35.96
E-Type	39.95	35.96
Easy Draw 2	49.95	44.96
Easy Draw 2 (Super Charged)	79.95	71.96
Equinox Organiser	57.45	71.70
EZ Track Plus	65.00	58.50
Final Accounts	29.99	26.99
Financial Controller	458.85	412.97
First Word Plus	79.95	71.96
FM Medoldy Maker	79.95	71.96
Hi-Soft Power Basic	49.95	44.96
Hi-Soft Wercs (Con Set)	29.95	26.96
Home Accounts	24.95	26.96
Intergrated Accounts (Map)	149.00	131.10
K-Comm 2	49.95	44.96
K-Data	49.95	44.96
K-Graph 2	39.95	35.96
K-Graph 3	49.95	44.96
K-Minstrel 2	29.95	26.96
K-Ocam	59.95	53.96
K-Resource 2	39.95	35.96
K-Roget	29.99	26.99
K-Spread 2	59.95	53.96
K-Spread 3	89.95	80.96
K-Spread 4	129.95	128.66
K-Word 2	39.95	35.96
Low Power Spreadsheet	129.99	128.69
Mailshot Plus	49.95	44.96
Mavis Beacon's Typing	29.99	26.99
Master Sound	39.99	35.99
Midi Studio	99.99	89.99
Mini Office Pro Spread/Sheat	24.99	22.49
Mini Office Pro Communications	24.99	22.49
Mini Office Pro P.P.G	24.99	22.49
Nevada Cobol	49.99	44.99
Personal Accounts Plus	34.45	37.90
Personal Tax Planner	39.99	35.99
Prodata	79.99	71.99
Prodigy	129.00	116.10
Protext ST Version 4	99.99	89.99
Quartet	49.99	44.99
Replay 4	79.99	71.99
Replay Professional	129.95	116.96
Sales Ledger (Map)	49.00	44.10
Small Busin.Acc. (Cash)	80.45	72.41
Small Busin.Acc. (Xtra)	114.94	103.45
Stos	29.95	26.96
Studio 24	155.00	139.50
System 3	49.99	44.99
System 3 (Enhanced)	69.99	62.99
Tempus 2	39.99	35.99
Utilities (Microdeal)	39.99	35.99
Utilities Plus (Microdeal)	29.99	26.99
Timeworks	99.99	89.99
Vidi-St	99.99	89.99

Amiga Educational Software

	R.R.P	OUR PRICE
Answer Back Junior	19.95	17.96
Answer Back Senior	19.95	17.96
Batter Maths (Age 12-16)	22.95	20.66
Better Spelling (Age 9-14)	22.95	20.66
Dinosaur Discovery	24.95	22.45
Discover Chemistry	19.95	17.96
Discover Maths	19.95	17.96
Discover Numbers	19.95	17.96
Discover The Alphabet	19.95	17.96
First Letters & Words	24.95	22.46
Fun School 2 (Age 6-8)	19.95	17.96
Fun School 2 (Age 8+)	19.95	17.96
Fun School 2 (Age Under 6)	19.95	17.96
Junior Typist (Age 5-10)	16.95	15.25
Kidtalk	24.95	22.46
Lets Spell at Home	19.99	17.99
Lets Spell at Shops	19.99	17.99
Magic Maths (Age 4-8)	22.95	20.66
Maths Mania (Age 8-Adult)	22.95	20.66
Mathtalk	24.95	22.46
Prof Looks Words	19.99	17.99
Prof Plays a New Game	29.99	26.99
Puzzle Book Vol.1	19.99	17.99
Spell Book (Age4-9)	19.99	17.99
Things To Do Numbers	19.99	17.99
Things To Do Words	19.99	17.99
Three Bears (Age 5-10)	22.95	20.66

PLEASE STATE MAKE OF COMPUTER

Amiga Entertainment Software

	R.R.P	OUR PRICE
A.T.P. 2	24.99	22.49
Apprentice	19.99	17.99
Amazing Spiderman	24.99	22.49
Bar Games	24.99	22.49
Badlands	24.99	22.49
Beast 1	24.99	22.46
Beast 1 with T-Shirt	34.99	31.49
Bliitzkrieg May 1940	24.99	22.49
Breach 2	24.99	22.49
Cadaver	24.99	22.49
Championship Run	24.99	22.49
Chess Champion 2175	29.95	26.95
Colonels Bequest	39.99	35.99
Conquest of Camelot	39.99	35.99
Cricket Captain	24.99	22.49
Debut	24.99	22.49
Dragon Breed	24.99	22.49
Dragon Strike	29.99	28.99
Dynasty Wars	24.99	22.49
F16 Falcon Mission Disk	34.99	31.49
Fighter Bomber Mission Disc	14.99	13.49
Final Battle	24.99	22.49
Flimbos Quest	24.99	22.49
Flood	24.99	22.49
Fools Errand	24.99	22.49
Frontline	24.99	22.49
Gold of the Aztecs	24.99	22.49
Golden Axe	24.99	22.49
Gremlins 2	24.99	22.49
Gremlin Triple Pack	24.99	22.49
Hard Drivin	19.99	17.99
Hardball 2	24.99	22.49
Harley Davidson	29.99	26.99
Heroes	29.99	26.99
Helter Skelter	19.99	17.99
Horse Racing Stable Mod	14.99	13.49
Imperium	24.99	22.49
Ironlord	24.99	22.49
Kick Off 2	24.99	22.49
Khalaan	24.99	22.49
King Quest 4	34.99	31.49
Legend of Lost	24.99	22.49
Lost Patrol	24.99	22.49
Lucus Film Double Pack	29.99	26.99
The Light Corridor	24.99	22.49
Magic Fly	24.99	22.49
Murder	24.99	22.49
Night Breed	24.99	22.49
Ninja Warrior	19.99	17.99
Operation Harrier	24.99	22.49
Operation Spruance	24.99	22.49
Oriental Games	24.99	22.49
Over the Net	24.99	22.49
Photon Storm	19.99	17.99
Plotting	24.99	22.49
Police Quest 2	34.99	31.49
Power Boat	24.99	22.49
Power Up	19.99	17.99
Punisher	24.99	22.49
Puzznic	24.99	22.49
Pyramax	19.99	17.99
Red Storm Rising	24.95	22.46
Rorkes Drift	19.99	17.99
Saint Dragon	24.99	22.49
Sega Master Mix	24.99	22.49
Snowstrike	24.99	22.49
Sorcerers Apprentice	19.99	17.99
Sporting Gold	29.99	26.99
Spin Dizzy Worlds	24.99	22.49
Starblade	24.99	22.49
Starflight	24.99	22.49
Stryx	19.95	17.95
Street Hockey	24.99	22.49
Strider 2	24.99	22.49
Super off Road Racer	24.99	22.49
T.V.Sports Football	29.99	26.99
Tenage Mutant Hero Turtles	24.99	22.49
Tennis Cup	24.99	22.49
T.N.T.	29.99	26.99
Turrican	19.99	17.99
The Killing Game Show	24.99	22.49
Thunderstrike	24.99	22.49
Unreal	29.99	26.99
Vaxine	24.99	22.49
Veus Fly Trap	19.99	17.99
Voodoo Nightmare	24.99	22.50

Amiga Business Software

	R.R.P	OUR PRICE
Amos	49.99	44.99
Cashbook Controller	49.99	44.99
Cashbook Controler/Final Accounts	69.99	62.99
Day By Day	29.95	26.96
Devpac 2	59.95	53.96
Digicalc	39.95	35.95
E-Type	39.95	35.95
Final Accounts	29.95	26.96
Hi-Soft Basic	79.99	71.99
Hi-Soft Extended	19.95	17.95
Home Accounts	29.95	26.96
Home Office Kit	149.95	134.95
K-Data	49.95	44.95
K-Roget	29.95	26.95
K-Seka	49.95	44.95
K-Spread 3	79.99	71.99
Kindwords V.2	49.95	44.95
Mailshot	24.95	22.46
Mailshot Plus	49.95	44.96
Mavis Beacon's Typing	29.99	26.99
Personal Accounts Plus	34.45	31.06
Personal Tax Planner	39.95	34.96
Prodata	79.95	71.96
Protext Amiga Version 4	99.95	89.96
Publishes Choice	99.95	89.96
Small Busin.Acc.(Cash)	80.45	72.40
Small Busin.Acc.(xtra)	114.94	103.45
Starter Kit	69.95	62.99
Superback	49.95	44.96
System 3	49.95	44.96
System 3 Enhanced	69.95	62.99
Vidi	114.95	103.46
Vidi Chrome	19.95	17.96
X-Cad Designer	113.85	102.46

Amiga Utility Software

	R.R.P	OUR PRICE
Animagic	79.99	71.99
Graphics Starter Kit	79.95	71.96
Modeler 3D	79.95	71.96
C-Light	49.95	44.96
Virus Killer	9.95	8.96
Deluxe Music Construction Set	69.95	62.99
Deluxe Paint 3	79.99	71.99
Deluxe Video 3	79.99	71.99
Photon Paint	69.99	62.99
De Luxe Paint 1	9.99	8.99
Amas Sound Digitizer	99.95	89.99
Master Sound	39.95	35.96
Quartet	49.95	44.96
Studio 24	155.00	139.50

PLEASE STATE MAKE OF COMPUTER



LINE OF FIRE

US Gold ■ £10.99
■ £15.99

It's one of those storylines: lots of guns, blood and violence — just the way we all like them! You've broken through the enemy lines into a high security camp and stolen the enemy's secret weapon — the Rapier machine gun, developed by Middle Eastern terrorists. Getting in was easy, but now you have to get out again and back to your base, crossing the *Line Of Fire*.

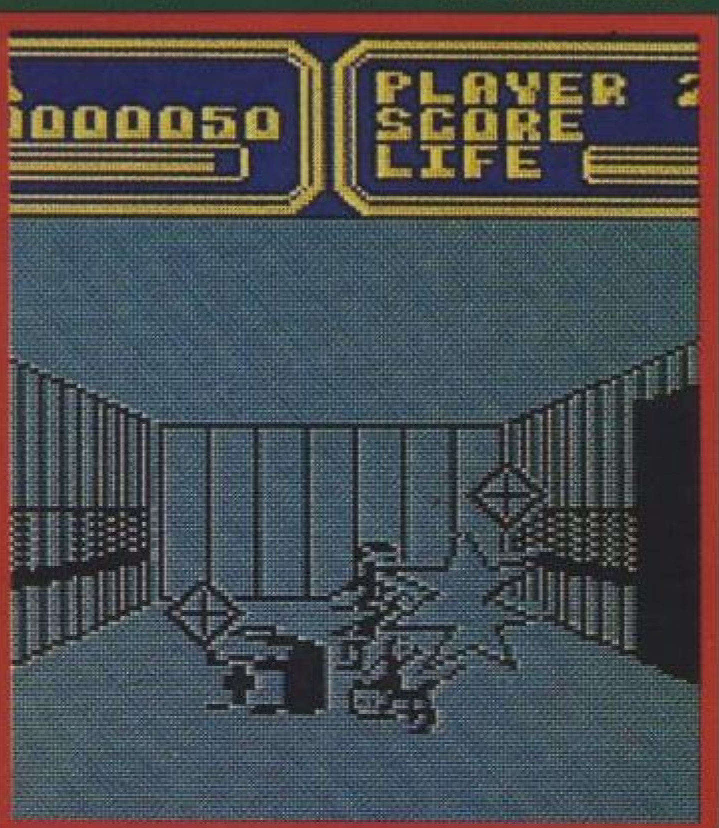
Your escape takes place in different vehicles across many treacherous terrains: a high-speed powerboat, a jeep, an aircraft and a helicopter must be manoeuvered through jungle, desert and white water rapids before you reach your destination. Of course, you're able to blast away the enemies you encounter with your new toy, the Rapier machine gun. It has a normal bullet-firing mode plus a special grenade launcher to give the terrorists a taste of their own medicine.

All the action takes place over eight levels. Some scrolling away from you, some towards you and some from left to right across the screen. Immediate thoughts of Operation Thunderbolt spring to mind, but the variety in the enemies and movement soon dispels that.

Graphically *Line Of Fire* is good: the backgrounds and sprites are well drawn and the 3-D effect on some levels works well until a sprite comes up close and becomes all blocky. The levels that scroll horizontally let the game down. The scrolling is very jerky and the high detail scenery makes targets very difficult to see. Your energy soon gets depleted, but Red Cross parcels can be shot to increase it and you can collect bombs to fill up the grenade launcher.

The scrolling of the scenery is automatic — you can't choose a route, but just blast at everything you see! If you had control you could inch forward and take out the enemies as you go; as it is, you end up missing most of them as they go crashing into you. *Line Of Fire*'s action is 100% shoot-'em-up. I found the action slightly repetitive because there's no brainwork involved at all. But for those of you with an incredibly itchy trigger finger *Line of Fire* provides the thrills!

NICK 72%



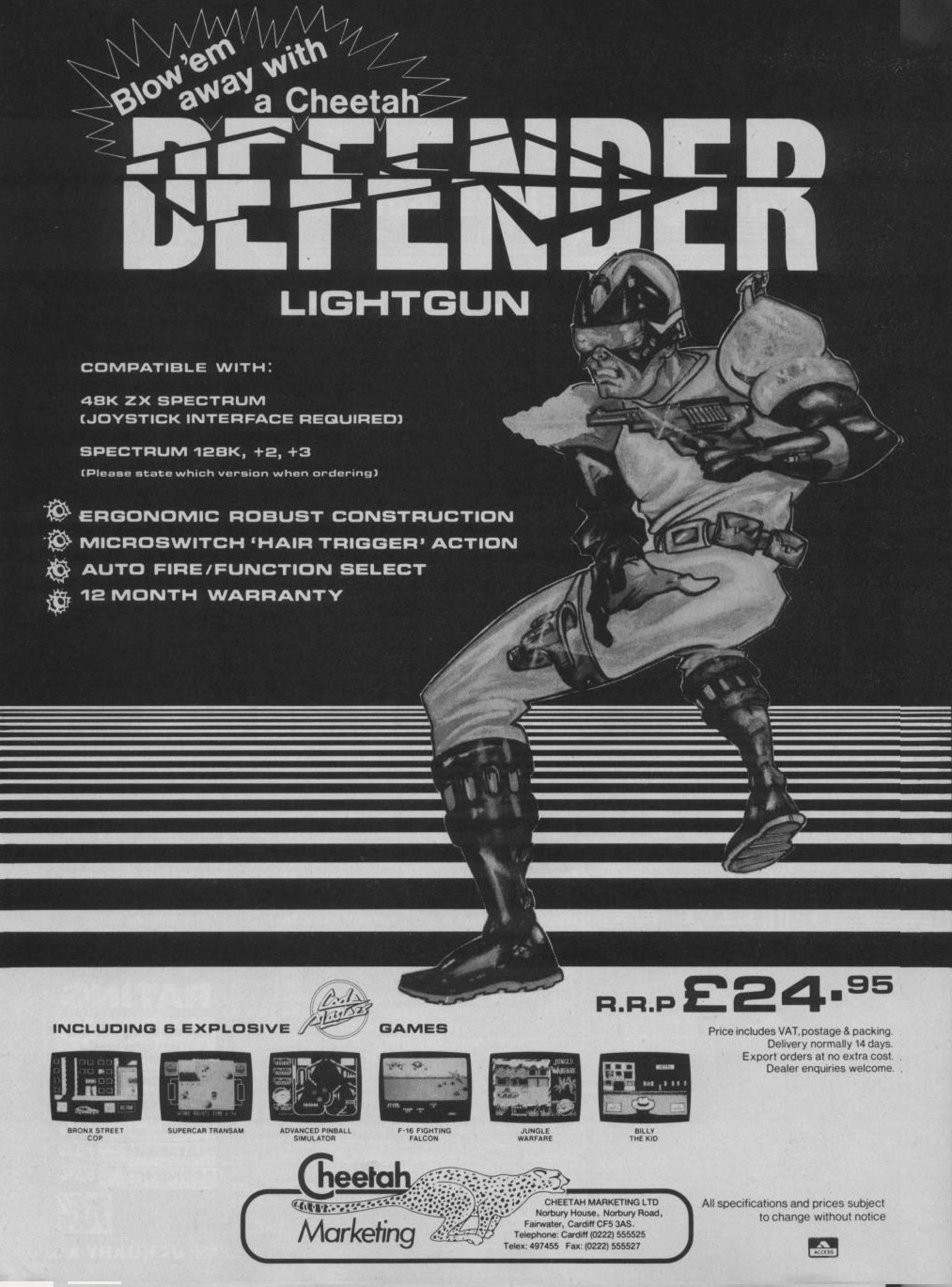
MARK The *Operation Wolf*-style shoot-'em-up has been with us for a long while: some attempts have been very good with others less than impressive. *Line Of Fire* sadly falls nearer the latter description. The game is playable but the graphics are disappointing. The sprites are monochrome and spotting a terrorist is not an easy job. Scrolling is also a little on the jerky side, but the action is certainly hot and fast! Also, and this is a little odd, the super machine gun never runs out of bullets! You may think this is an advantage but I missed the excitement of running out of ammo and panicking to collect some more! Still, you do have to keep an eye out for collectable bombs because it's these, in the rocket launcher, that do the most damage; extra lives can be picked up too. For a conversion of a non-stop blasting coin-op *Line of Fire* is OK, but the arcade game relied on its stunning graphics to make it a hit — strip those away and the game you're left with is fast fun but overall interest isn't very long-lasting.

68%

RATING

Non-stop blasting which sadly lacks lasting appeal

PRESENTATION	66%
GRAPHICS	74%
SOUND	61%
PLAYABILITY	73%
ADDICTIVITY	66%
OVERALL	70%



Blow'em away with a Cheetah
DEFENDER
LIGHTGUN
COMPATIBLE WITH:
48K ZX SPECTRUM
(JOYSTICK INTERFACE REQUIRED)
SPECTRUM 128K, +2, +3
(Please state which version when ordering)
ERGONOMIC ROBUST CONSTRUCTION
MICROSWITCH 'HAIR TRIGGER' ACTION
AUTO FIRE/FUNCTION SELECT
12 MONTH WARRANTY
R.R.P £24.95
INCLUDING 6 EXPLOSIVE
Code Masters
GAMES
Price includes VAT, postage & packing.
Delivery normally 14 days.
Export orders at no extra cost.
Dealer enquiries welcome.
BRONX STREET COP
SUPERCAR TRANSAM
ADVANCED PINBALL SIMULATOR
F-16 FIGHTING FALCON
JUNGLE WARFARE
BILLY THE KID
Cheetah Marketing
CHEETAH MARKETING LTD
Norbury House, Norbury Road,
Fairwater, Cardiff CF5 3AS.
Telephone: Cardiff (0222) 555525
Telex: 497455 Fax: (0222) 555527
All specifications and prices subject to change without notice
ACCESS



EDD THE DUCK

Impulze ■ £9.99 ■

Go quackers with the star of stage, screen and broom cupboard, *Edd The Duck*! Regular follower of Children's BBC (me included) will know all about this little yellow fellow. He rose to stardom along with such personalities as Andy Peters and Simon Parkin on the daily TV spot. The only thing that separated him from these megastars was the fact that he had a hand up his botty!

Edd's task is to travel through different departments of the BBC, collecting 20 stars as he goes to become the ultimate star! He begins in the weather department, then special effects and finally into Children's TV. Contact with Wilson the butler's hand, or any of his cronies, result in the loss of one of Edd's filming takes. When all four takes have been used up filming stops and Edd heads down the stardom dumper.

Luckily for our feathered hero the special effects mob have come up with a snowball shooter for him to use. Firing this at any opponents freezes them for a few seconds, giving Edd just enough time to zoom by.

There is no mistaking that *Edd The Duck* is a tad similar to *Rainbow Islands*: cartoon style graphics and the vertically scrolling levels make you shout 'It's the *Islands*' as soon as it loads up! Thankfully the gameplay's slightly different. Edd jumps from platform to platform collecting the stars and freezing the nasties to get to the top. He can jump through the walls of large blocks to get to stars and if he touches anything deadly he reappears where he left off.

Progressing through the departments of the BBC is great fun as long as you're careful and don't charge about. Precise jumping is needed to collect the 20 stars on each level and mapping as you go is advised — that way you'll know what hazards are coming up.

Edd The Duck is obviously more appealing to younger Speccy players, although it's quite hard. The best thing about reviewing the game was the research: an afternoon watching Children's BBC!

NICK 80%



MARK Question: what looks like *Rainbow Islands* and is as fast and colourful. The answer is *Edd The Duck*! The cool dude mallard from Children's BBC is here in his own game and very good it is too. But then I always have been a sucker for a good platform game. The going is tough but not frustratingly so and with a bit of practice you can get Edd leaping around on the platforms like a gymnast. It's usually monochrome graphics that are highly detailed, but this game proves that you can use all the colours of the rainbow and still pack in a lot of detail. Buy *Edd The Duck* now, you'll be quackers not to.

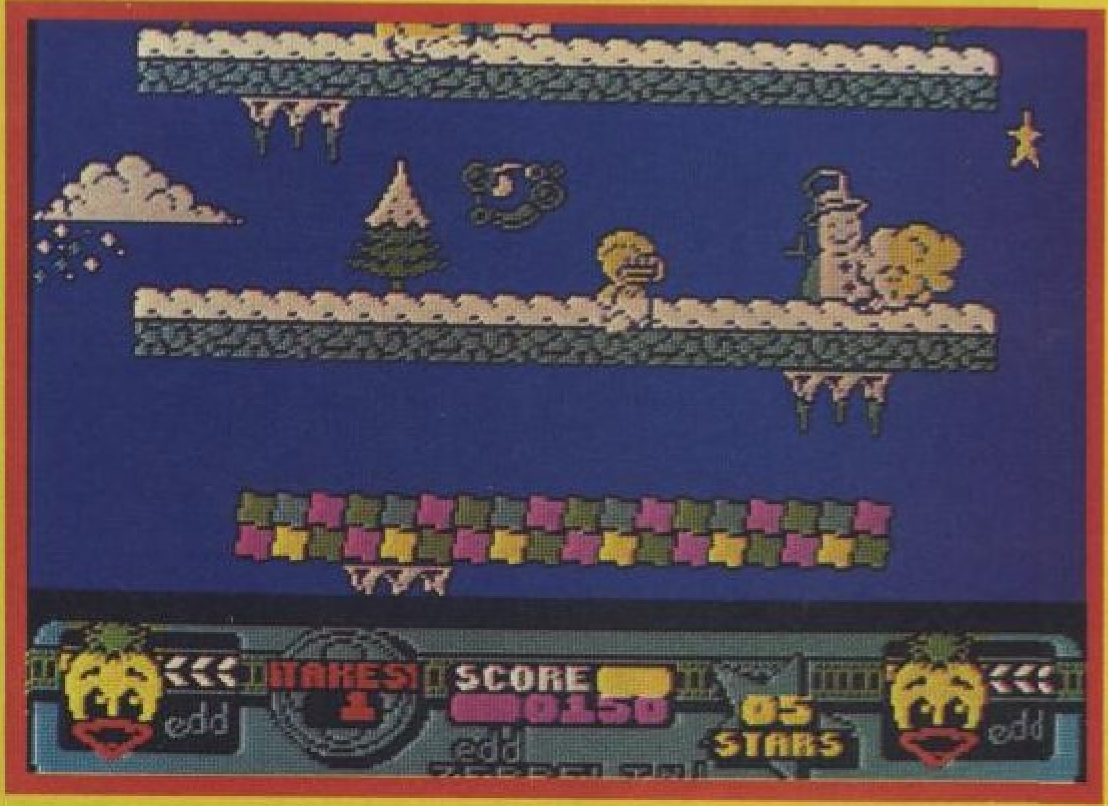
85%

RATING

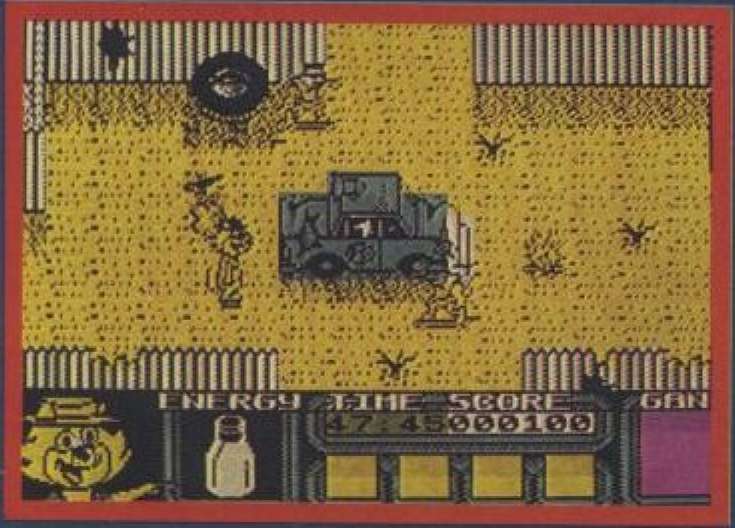
A colourful and very playable push for stardom

PRESENTATION	81%
GRAPHICS	84%
SOUND	79%
PLAYABILITY	77%
ADDICTIVITY	83%

OVERALL 83%



TOP CAT IN BEVERLY HILLS CATS



Hi-tec Software ■ £3.99 ■

TC's arrived to join the rest of the Hanna-Barbera computerised cartoon characters with *Beverly Hills Cats*. In this action packed cartoon adventure you take control of TC and have to explore three interlinked levels looking for members of your gang, objects to help you and milk bottles to top up your energy.

The object of the game is to rescue poor Benny The Ball from the clutches of an evil butler and find the rightful heir to an old lady's fortune. You start in the alley, inhabited by vicious skateboarders, hedgehogs with sharp spikes and exploding bombs. Walking around the semi-3D screens is soon mastered and you can get down to solving the puzzles. The other two levels are Beverly Hills and the mansion, each with their own puzzles and nasties.

There are plenty of objects to pick up, even rubbish is useful — you get extra points for putting it in the bin. Be careful what you're putting in your pocket though, there are rotten apples and sour milk which eat away at your all important energy.

The game is visually very good with recognisable characters and a lot of colour, even if it's a little blotchy in places. The initial puzzles are not very difficult, but they do get harder the further into the game you get. *Top Cats in Beverly Hills Cats* is another great game from Hi-tec. All fans of the cartoon will love it.

NICK

RATING

OVERALL 80%



TEENAGE MUTANT HERO TURTLES

Image Works ■ £12.99 ■ £16.99

It's those heroes in a half shell (as if you didn't know with all the hype going on) in their own computer game! Take control of either Donatello, Leonardo, Raphael or Michaelangelo and have a right good bash at Shredder and his army of maniacs.

Your job is to rescue the lovely April O'Neil, captured by Shredder. This means venturing through the sewers of downtown New York and doing battle with various nasties, collecting weapons as you go.

The game is split into different sections. You start off by running around the streets of the city, viewed from overhead, and have to dive down the nearest sewer or pop into a nearby house. Then you move onto the main part of the game with the turtles spinning and dashing about, killing anything in sight. Here the graphics are great — colourful and very fast. If you successfully fight off Bebop it's into an underwater scene where you have a set time to defuse a collection of bombs.

The variations in viewpoint and gameplay between the sections will keep you interested for ages, you just can't help having one more go to see if you can get a little further.

There are loads of mutated animals everywhere: deformed turtles, rats, rhinos and frogs to name but a few! This game of the film of the cartoon of the comic isn't bad. It's a kind of *Dan Dare III* with green blokes running about! Graphics and playability are its strongest points. Full colour sprites are perfectly animated over the parallax background, making it hard on the eyes at times but much better than resorting to monochrome. The main disadvantage is having to repeat the same monsters in the same sewers every time you play. This makes it repetitive and if you keep getting stuck in the same place you'll soon get fed up.

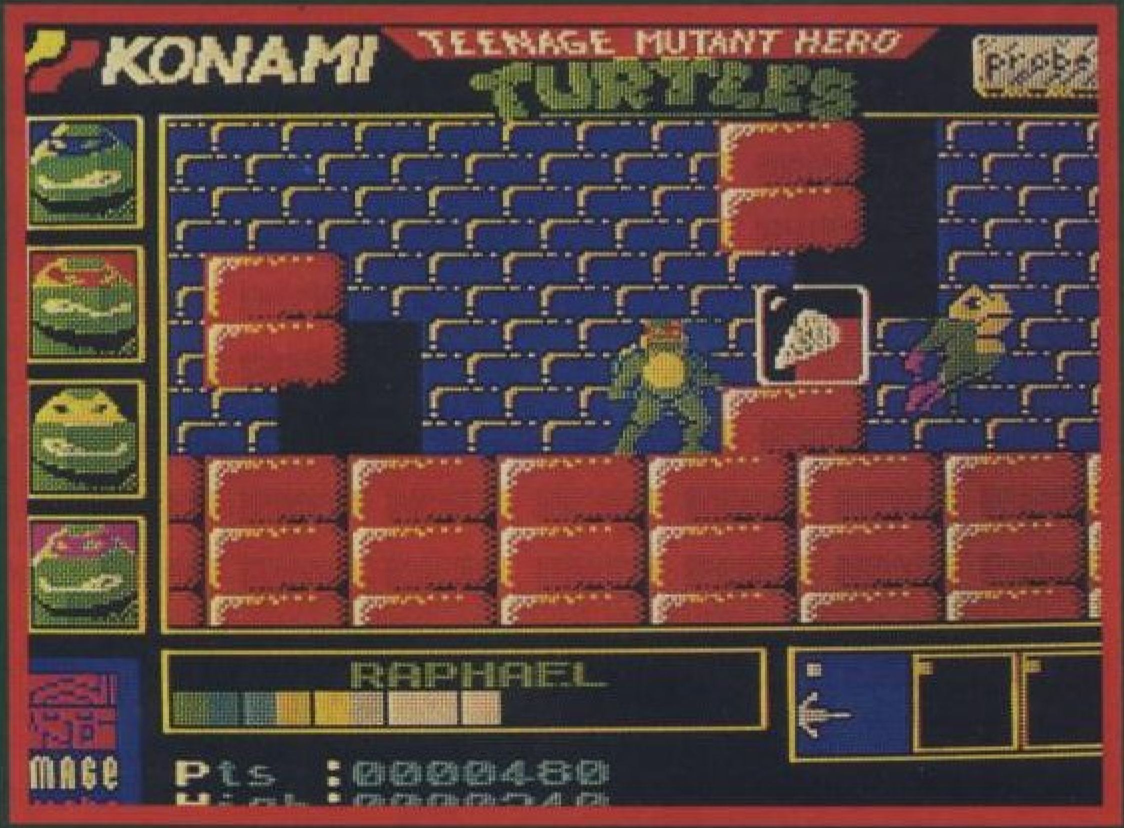
Playing the game can be a very frustrating affair. You get so wound up when you keep getting killed in the same place you'll rip your hair out! Still, after a short cooling-off period you'll definitely be coming back for more because the gameplay is *sooooo* addictive. *Teenage Mutant Hero Turtles* is the best fun I've had for ages. However, after just a day's play I completed the game so a few more missions wouldn't have gone amiss. Nevertheless, *Turtles* is still highly recommended.

NICK 80%



MARK Yo dudes, the pizza-munching turtles are here, Heathcliff, Arthur, Frederick and George... er, Leonardo, Michaelangelo, Raphael and Donatello. I'm slightly miffed that the arcade coin-op scenario wasn't used, but this game is very playable. The different missions are tough and very challenging, but they start fairly simply with the rescue of April O'Neil. The evil creatures are difficult to kill and you can lose a lot of energy on the first few levels, but if you change turtles as soon as energy levels drop, capture is avoided. If you aren't totally sick of the blasted things, purchasing *Turtles* is a smart move — it's fabuloso!

80%

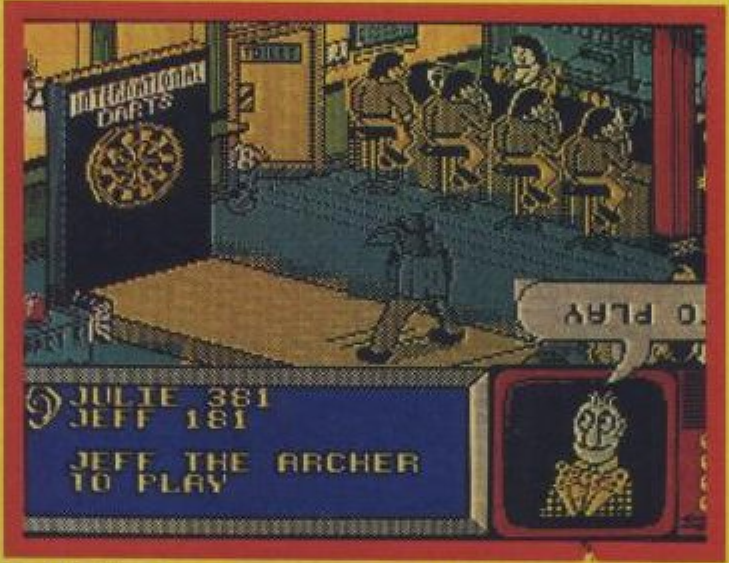


RATING

Order your pizzas because it's going to be a long night, playing this non-stop!

PRESENTATION	87%
GRAPHICS	83%
SOUND	79%
PLAYABILITY	82%
ADDICTIVITY	82%
OVERALL	**80%**

wacky darts



CodeMasters ■ £2.99 ■

Training is the key to success in a Darts game, we all know that. So before you start get your pint of beer and the all important large gut by scoffing barrow loads of bacon sarnies. Now you're ready to tackle *Wacky Darts*! It's a very strange game indeed. You can tell that by just looking at your opponents. These include some very unsavoury characters, such as Gordon the Alien and Nigel the Ninja! They each use their own weapon instead of a dart: Nigel his shuriken and Gordon a laser bolt! It's best not to provoke any of the bunch, they have a habit of throwing their weapons into the audience.

The game is presented TV style. A bizarre host introduces each player and calls out the scores. Throwing the darts when it comes around to your turn is not a very simple affair. To simulate the distance you would be from the board, and to make the game more difficult, the throwing hand justles about the screen making careful control essential if you are to hit what you're aiming at! This control method takes some getting used to but can easily be mastered.

The comical TV host and freaky opponents make *Wacky Darts* much more than just another Darts game. If you don't have a Dart simulation in your software collection this is a great way to start.

NICK

RATING

OVERALL 76%

RETURN THE COUPON FOR FREE COLOUR BROCHURES!

NEW! - AMIGA PACK



Commodore A500 Flight Of Fantasy

£399 INC VAT

A500 BATMAN PACK



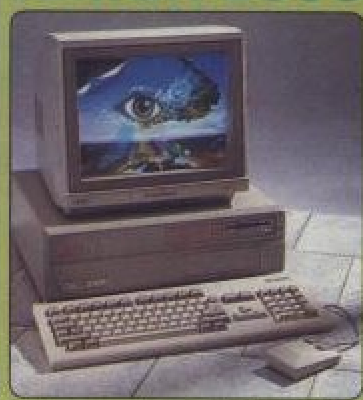
The Commodore A500 Batman Pack must surely rank as one of the most popular computer packs ever! The pack features the **Commodore Amiga 500 computer** with **mouse controller** and **TV modulator**, plus four top software titles. The software includes: **'Batman The Movie'** - Rid Gotham City of the cunning joker, in Ocean's top selling title based on the blockbuster Batman film; **New Zealand Story** - high quality conversion of the leading arcade game; **Interceptor** - Dogfight with two F-16's in this leading flight simulator; **Deluxe Paint II** - top quality Amiga graphics package which set the standard for others to follow. Return the coupon for further details.

PACK INCLUDES:

A500 Computer & Mouse	£399.99
A520 TV Modulator	£24.99
Batman The Movie	£24.95
New Zealand Story	£24.95
Interceptor	£24.95
Deluxe Paint II	£49.95
TOTAL RRP:	£549.78
Less Pack Saving:	£150.78
PACK PRICE:	**£399.00**

£399 INC VAT

AMIGA 2000



For the more serious or professional applications user, Commodore have a selection of systems based around the expandable Amiga 2000, at prices from £1295+VAT. The A2000 features a full 1Mb RAM (expandable to 9Mb), 9 system expansion slots, plus IBM compatibility with the use of PC-XT or PC-AT bridgeboards. Complete and return the coupon, putting a tick in the A2000 box, for details of A2000 computer systems.

£1295 +VAT= £1489.25

FLIGHT OF FANTASY

Flight of Fantasy is the very latest Amiga 500 pack from Commodore, featuring BRAND NEW software releases, to make this the most spectacular A500 pack ever! The pack features the Amiga 500 computer with mouse controller and TV modulator, as well as four top software titles. These include the following:

DELUXE PAINT II:

The high quality graphics program that set the standard for other Amiga art packages. Deluxe Paint II includes powerful, easy to use tools that bring out the artist in you. Create masterpieces, presentations, 3D perspectives or just doodle.

ESCAPE / ROBOT MONSTERS:

Here's something completely different - a science fiction story with comic book style graphics. Our heroes Jake and Duke are on the Planet X rescuing Humans who have been captured by the Robot Monsters and forced to create an evil Robot Army to DESTROY EARTH! Jake and Duke fight their way through hordes of evil Robots to help the Humans escape.

RAINBOW ISLANDS:

Slip on your magic shoes, practise throwing a rainbow and you're ready to go island hopping. From the Island of Doh to Monster Island, you will encounter Doh himself, stinging insects, lethal combat machines, mechanical assailants, the formidable beings of legend and folklore. Finally enter the world of darkness and its inhabitants.

F29 RETALIATOR:

The ultimate in flight simulation with a choice of two aircraft and four battle environments with dozens of different tactical missions. Aerial combat, strategic bombings, interactive ground based battles, seagoing carriers ... the list of features is endless. Real time cockpit displays, including 'true radar' enhance the realistic feel of this stunning simulation.

PACK INCLUDES:

A500 Computer & Mouse	£399.99
A520 TV Modulator	£24.99
Deluxe Paint II	£49.95
Escape/Robot Monsters	£19.99
Rainbow Islands	£24.95
F29 Retaliator	£24.95
TOTAL RRP:	£544.82
Less Pack Saving:	£145.82
PACK PRICE:	**£399.00**

£399 INC VAT

FOR FURTHER DETAILS OF THE AMIGA RANGE, COMPLETE THE COUPON AND RETURN IT TO SILICA SHOP
THE UK's No1 AMIGA SPECIALISTS

SILICA SHOP OFFER YOU

FREE OVERNIGHT COURIER DELIVERY: On all hardware orders shipped in the UK.
TECHNICAL SUPPORT HELPLINE: Team of Amiga technical experts at your service.
PRICE MATCH: We normally match competitors on a "Same product - Same price" basis.
ESTABLISHED 12 YEARS: Proven track record in professional computer sales.
£13M TURNOVER (with 60 staff): Solid and reliable with maintained growth.
BUSINESS/EDUCATION/GOVERNMENT: Volume discounts available for large orders.
SHOWROOMS: Demonstration and training facilities at our London & Sidcup branches?
THE FULL STOCK RANGE: All of your Amiga requirements from one supplier.
FREE CATALOGUES: Will be mailed to you with offers and software/peripheral details.
PAYMENT: By cash, cheque and all major credit cards.
CREDIT PAYMENT TERMS: Silica are licensed credit brokers - return coupon for details.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Shop, we ensure that you will have nothing to worry about. Silica have been established for over 12 years, and have an annual turnover of £13 million. With our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Shop Service".

RETURN THE COUPON NOW FOR **FREE BROCHURES**

SILICA SHOP

MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX **Tel: 081-309 1111**
Order Lines Open: Mon-Sat 9.00am-6.00pm No Late Night Opening Fax No: 081-308 0608

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA **Tel: 071-580 4000**
Opening Hours: Mon-Sat 9.30am-6.00pm Late Night: Thursday until 8pm Fax No: 071-323 4737

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX **Tel: 081-302 8811**
Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday until 7pm Fax No: 081-309 0017

BUSINESS/EDUCATION: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX **Tel: 081-308 0888**
Order Lines Open: Mon-Fri 9.00am-6.00pm Closed on Saturdays Fax No: 081-308 0608

To: Silica Systems Ltd, Dept CRASH-0191132, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND INFORMATION ON THE AMIGA

Mr/Mrs/Ms: .... Initials: .... Surname: ....

Address: ....

....

....

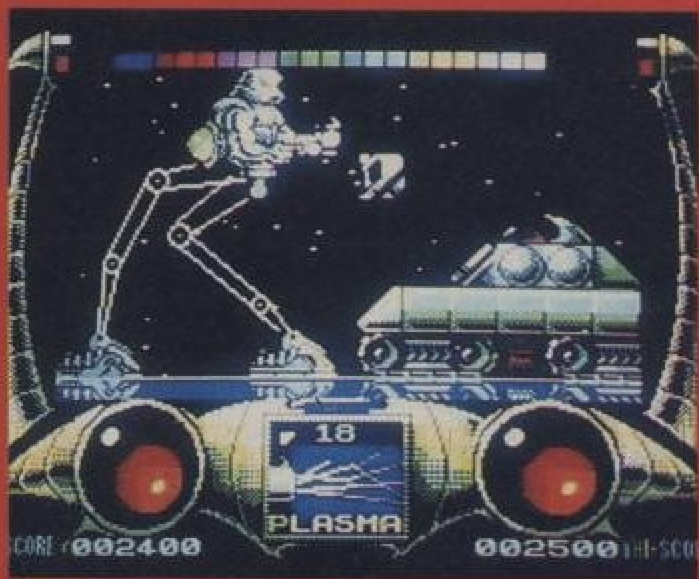
Postcode: .... Tel: ....

Which computer(s), if any, do you own? .... A2000 ☐

E&OE - Advertised prices and specifications may change - please return the coupon for the latest information.

extreme





Digital Integration
■ £9.99 ■ £14.99

In December 1973 the deep space probe Pioneer 10 passed Jupiter and left the solar system for good. Or so mankind thought. In it was a plaque informing extra-terrestrial life forms of the whereabouts of planet Earth.

Right, let's just fast forward to the future. 3021 AD, to be exact. Pioneer returns aboard a huge alien spaceship wanting to contact mankind. Bit of a problem though: it crash-landed on Earth, almost squashing our hero in the process! Apparently, pirates had boarded the craft and smashed it up; the ship's computer retaliated by setting the self destruct mechanism. So Earth now faces the major problem of a crippled alien ship about to go boom, very loudly. Which is a pretty unpleasant prospect. It's up to you to save the planet by fighting the alien pirates, finding the computer room and stopping the explosion.

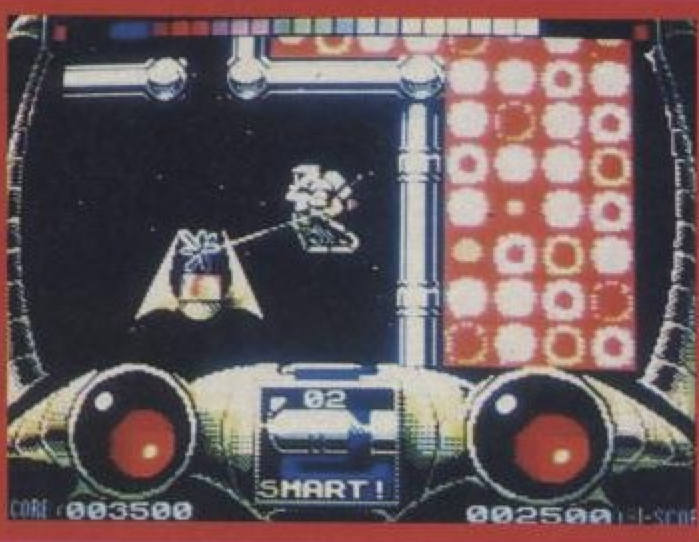
Easy, eh?, First job is to find a litho-acid crystal and restore the computer's power. You're provided with an Exo-trak suit that makes you look like a cyborg tank and, to do some damage, a gun. Throughout the multi-directionally scrolling scenery are plenty of alien creatures to battle, and contact with any of them drains your energy level. Extra weapons can be collected on your explorative travels. On offer are shields, yo-yos (!), plasma rifles and turbo boosts — but be careful because all weapons have limited ammo, so use them wisely.

The next level's objective is to enter the computer room. All the entrances have been blocked, except one. But this can only be reached by swimming through the ship's fuel tanks in a Hydronaut suit (and fighting off packs of aliens, of course).

Can you save the Earth? Well, it takes a lot of determination to achieve your goal. After several hours play I had barely reached the end of the first level, though it's not so much the alien hordes that give you a hard time but the puzzle element that taxes your grey matter. Your trigger finger is also given a good workout by the persistent creatures that hound you to your grave. Graphics are impressive — fast and colourful — reminding me of *Dan Dare 3* (not surprising really as one of the programmers worked on *DD 3*). The sprites are bold and colourful, and colour clash isn't given a chance to muck up the colours.

Extreme is playable, a bit tricky in places, and certainly worthy of consideration.

MARK 85%



NICK Though resembling *Dan Dare 3*, there's a better game in *Extreme* behind the colourful graphics. It incorporates ideas from shoot-'em-up, strategy and puzzle-style games, making an addictive mixture bound for success. At first, the game is very puzzling. You have to explore every nook and cranny and look carefully at the borders to find helpful switches. After playing a while, the tactics of play are soon obvious. You can replenish your energy and torch by standing at the place you teleported in, making the game not such a chore to play _ though you still may have to retrace your steps quite a way (while killing off a load of opponents) to return to the position you died in. *Extreme* is one mean game — it's addictive and I'll be playing for some time!!

87%

RATING

tA fast and addictive shoot-'em-up to keep you burning the midnight oil

PRESENTATION	85%
GRAPHICS	83%
SOUND	70%
PLAYABILITY	88%
ADDICTIVITY	89%

OVERALL 86%

TILT



CodeMasters
■ £2.99 ■

Let CodeMasters drive you round the bend in this ridiculously simple but really addictive game. The idea is to guide a ball through a maze made of blocks and sliding gates by tilting the whole maze at an angle. Touching any of the walls or hitting a gate will result in being sent back to the beginning, minus some of your precious energy.

I bet you think that sounds really easy, but believe me it isn't. Perfect timing is needed to open and close the gates just as the ball passes by. Luckily if you get sent back to the beginning the gates you've already passed stay open. Four mazes need to be conquered, after the four have been completed you go back to the first one but this time the ball is a little bigger and there are energy fields to be dodged!

Graphically *Tilt* is laughable. But graphics aren't what counts in a game of this type. It's the realistic way the mazes tilt and the infuriating addictiveness that make it worth while. One moan I have is about the number of mazes available, they could have fitted more than four into 48K, and with 128K available there's no excuse, even if they get added features as you progress. *Tilt* is a unique game that will have you pulling your hair out, but loving it at the same time.

NICK
Overall 68%

RATING

OVERALL 68%

THE 1990 ATARI ST PRODUCT GUIDE

PERIPHERALS & ACCESSORIES



FLOPPY DISK DRIVES



MONITORS



JOYSTICKS



SCANNERS



PRINTERS



DISK BOXES



ROBOTICS

PLUS MUCH MORE!
SEND FOR YOUR FREE PRODUCT GUIDE!

THE UK's No 1 GUIDE TO THE ATARI ST

AND ITS FREE!

If you are interested in buying an Atari ST (or if you already own one), then you will not want to miss the FREE Atari ST Product Guide from Silica Shop. This 48 page, full colour guide is packed with details of peripherals, accessories, books and software for the Atari ST range of computers. In fact, the 1990 Atari ST Product Guide is the most comprehensive product handbook available for the Atari ST. Not only does the Product Guide provide an invaluable source of information on the UK's largest range of ST products, it is available absolutely FREE OF CHARGE! Just complete and return the coupon below for your FREE COPY! In addition to ALL Atari hardware, the range of products featured in the catalogue includes:

PERIPHERALS:

Robotics	Clocks	Floppy Disk Drives
Hard Disk Drives	Emulators	Graphic Tablets
MIDI/Music	Modems	Modulators
Monitors	Mouse controllers	Plotters
Printers	Scanners	Scientific Equip
Sound Digitisers	Sound Samplers	Video Enhancers

ACCESSORIES:

Cables	Cleaning Kits	Disks
Disk Boxes	Dust Covers	Joysticks
Monitor Access	Mouse Access	Power Supplies
Printer Labels	Printer Paper	Printer Ribbons
Stands	Upgrades	

BOOKS:

ST Dedicated	68000 Processor	General Computing

SOFTWARE - ENTERTAINMENT:

Arcade Games	Compilations	Advanced Sims
Sport Sims	Adventures	Board & Strategy

SOFTWARE - PRODUCTIVITY:

Art & Graphics	Accounts	CAD
Communications	Databases	Desktop Publishing
Education/Childs	Music	Programming
Spreadsheets	Utilities	Word Processors

SOFTWARE & BOOKS



ARCADE GAMES



ART & GRAPHICS



EDUCATIONAL



MUSIC



BOOKS

& STILL MORE!
RETURN THE COUPON NOW!

COMPLETE & RETURN THE COUPON FOR YOUR FREE COPY ▶ OF THE 1990 ATARI ST 48 PAGE PRODUCT GUIDE

FROM SILICA SHOP - THE ATARI SPECIALISTS

Silica are the UK's No 1 Atari Specialists. We have been established for over 12 years, and have an annual turnover of £10 million. With our experience and expertise, we can claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon for our latest free literature and begin to experience the ''Silica Service''.

SILICA SHOP

MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	**Tel: 081-309 1111**
Order Lines Open: Mon-Sat 9.00am-6.00pm	No Late Night Opening	Fax No: 081-308 0608
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA	**Tel: 071-580 4000**
Opening Hours: Mon-Sat 9.30am-6.00pm	Late Night: Thursday until 8pm	Fax No: 071-323 4737
LONDON SHOP:	Selfridges (1st Floor), Oxford Street, London, W1A 1AB	**Tel: 071-629 1234** x3914
Opening Hours: Mon-Sat 9.30am-6.00pm	Late Night: Thursday until 8pm	Fax No: 071-495 8321
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	**Tel: 081-302 8811**
Opening Hours: Mon-Sat 9.00am-5.30pm	Late Night: Friday until 7pm	Fax No: 081-309 0017

To: Silica Shop, Dept CRASH-0191-37, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND ME A FREE ST PRODUCT GUIDE

Mr/Mrs/Ms: .... Initials: .... Surname: ....

Address: ....

....

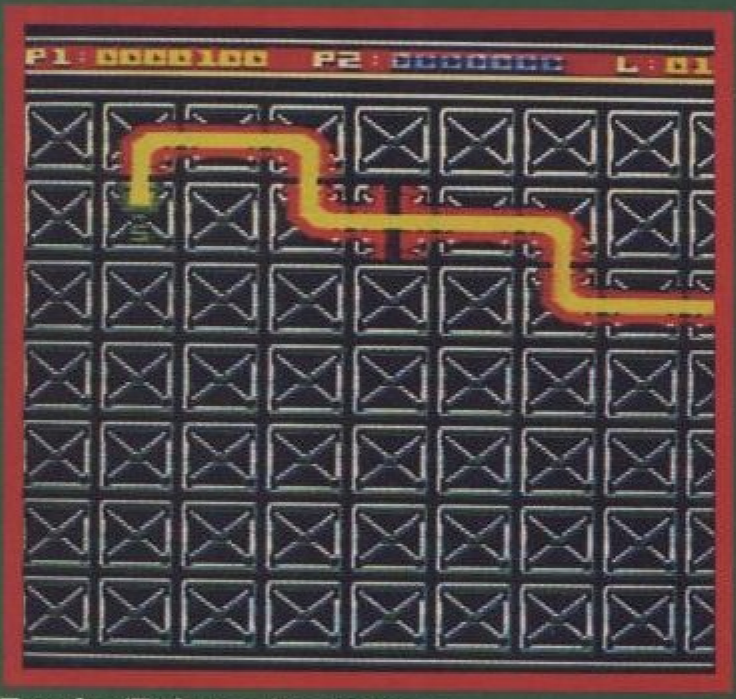
....

Postcode: .... Tel: ....

Which computer(s), do you own? ....

E&OE - Advertised prices and specifications may change - please return the coupon for the latest information.

PIPE MANIA



Empire/Enigma Variations
■ £11.99 ■ £14.99

P*ipe Mania* is back to haunt us again, but I mean that very nicely of course. As with all great puzzle games the idea is simple: you're presented with a playing grid. Onto this you must place pieces of piping from a 'dispenser' set at the side of the screen. At the top of the screen is the amount of piping you must set down before you can move to the next level. The catch? Well, if you look to the right side of the screen there's a timer: this ticks down and heralds the arrival of flooz, a yellowish liquid that races down the pipes at breakneck speed.

Connecting the pipes is fairly easy at first, but on later levels things get difficult with pipes that only let the flooz flow in one direction and various other devious traps. I'm happy to say that the Sam version of *Pipe Mania* is just as playable (and frustrating) as the Speccy game. As expected, the graphical capabilities of the Sam are put to good use, though the graphic style is admittedly pretty simplistic. Sonics are also very impressive with a bouncy intro tune and atmospheric sound effects. To my mind, this is a CRASH SMASH for a second time.

MARK 91%

NICK *Pipe Mania* has been a great success on all formats, and now it's arrived on the SAM. Of course the basic game is the same on every computer: no flashy graphics are needed when you're dealing with pipes. It's the infuriating gameplay that keeps you coming back for more — strange isn't it?

Graphically the game is almost identical to the 16-bit versions showing that the SAM can really compete with its big brothers. Sound effects and tunes are in abundance but I can't help noticing how similar the tune is to Sam Strikes Out!, surely you can vary musical styles on the Coupé?

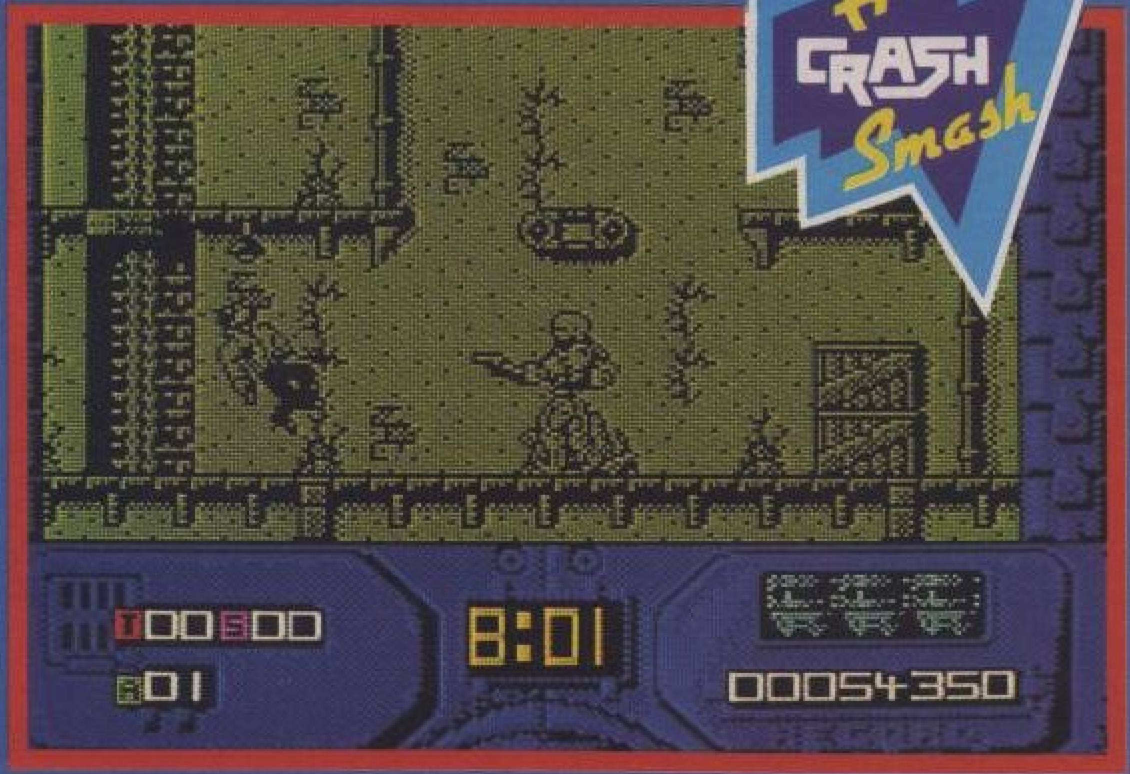
Pipe Mania is one of those games that are simple in concept but devilishly hard to play: if you don't like your hair how it is or are bald, then take a look at this!

87%

RATING

A frustratingly addictive SAM puzzle — mania is guaranteed

PRESENTATION	86%
GRAPHICS	82%
SOUND	84%
PLAYABILITY	88%
ADDICTIVITY	86%
OVERALL	87%



A CRASH Smash

ROBOCOP 2

Ocean ■ £10.99 ■ £15.99 ■ 128K only

The sequel to the biggest selling Speccy game of all time *had* to be good, didn't it? Ocean wouldn't have lived down a dud. And here it is, and it's fab!

The first striking thing are the graphics — all really well designed and detailed. Animation's great too: there's always lots happening on-screen and RoboCop stomps about like he means business (which, of course, he does). The second striking thing is how tough the game is: gameplay's much more than just a combat blasting affair, there's a lot of brain work involved too.

The action begins at the River Rouge Drugs Laboratory, which basically looks like a falling-down warehouse. The detailed backdrops do a smooth eight-way scroll as Robo moves around — he can stomp left right, jump up and crouch.

There's no time allowed for practice: opponents rush in immediately, so grab your gun and blast (you can fire left, right, up and at different angles with a variety of collectable weapons). The guards are armed with everything from handguns to missile launchers, and being hit knocks down Robo's energy level. If it sinks to zero you can wave cheerio to a life. Funnily enough, dying outright can be put off for a long time: you're awarded continue-plays for doing particularly well in a level and falling icons, if shot, boost power reserves and time limit. But try and avoid collecting the minus icons as they deplete power.

Running away from the bad guys isn't any use as crates halt Robo's progress and have to be punched to pieces. Mapping is essential as the game insists on you knowing a good route, which includes leaping on moving conveyor belts, jumping onto platforms and all sorts of tricky manoeuvres — not just running around blasting.

To help Robo around there are lifts, doors and, if you can find them, insecure walls to be smashed giving you entrance into another part of the warehouse. That's about it for level one. Level two is completely different, it's a puzzle game. You're looking at a load of chips in a memory bank and the task is to move a cursor around collecting the white chips in four banks to help Robo remember his human identity. Sounds easy enough. The problem is that as you move the cursor the area behind it fades away and you can't go over the empty space. Also, red chips are lethal: avoid.

Another style of gameplay for level three — a shooting gallery where Robo has one minute to shoot enemy targets. You control the cross hairs with the help of a targeting device to let you know when to fire.

Level four is like level one — a warehouse brewery where Robo stomps around shooting opponents and negotiating platforms. The playing area isn't very wide, but it's very, very tall. And be careful not to fall as there are a few lethal beer vats around. You can get over the tanks by grabbing hold of a moving hook, but be quick or Robo's weight will send him to a happy death. Another danger is droplets of beer which make Robo drunk, reversing his controls! It's a bit hellish to complete level four as there are lots of hidden doors and you're playing against the clock.

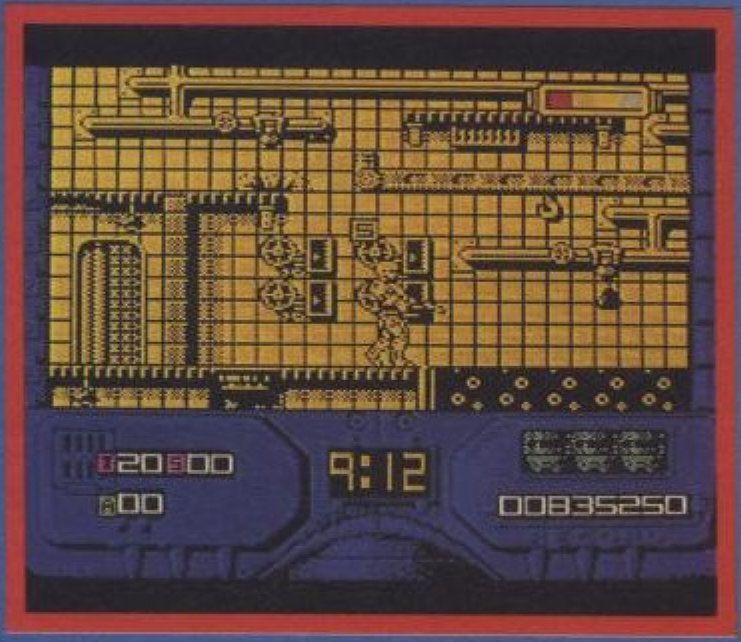
Levels five and six are more tricky repeats of two and three; get 50% success rating in level six's shooting gallery and an extra life is awarded!

Level seven is another stomp-around-and-shoot level, set in the posh office of the Civic Centrum. Billions of human enemies and security droids belt along the floors. There are mini ED-209s and little robots that can be kicked out of the way. The playing area is massive and interconnected with security locked doors. To unlock them you have to solve a numeric password puzzle. Like, complete the sequence: 2,4,6,?. Ha! Ha! Easy! It's 8. What about 28,14,7,? ? Erm...

The game is completed after finding the back door to the Civic Centrum (difficult) and defeating the huge, mean Robocop Mark 2: a cross between RoboCop and a Zoid (remember them?). This is really difficult and I can't do it. Sob.

And that's it! Phew! Wotta game: the programmers have packed so much into the varied styles of gameplay it's one of the few games actually worth the asking price! It's tricky to play at first but you'll soon get the hang of it. Presentation is absolutely superb — there are objective and status reports after each level and a few digitised scenes from the movie all with great music. The only aggravating bit is, when you die, you return to the start of the level or the last door you walked through. Apart from that, *RoboCop 2* is fast, furious, addictive and a hell of a lot of fun to play! Essential Christmas prezzie stuff!!

RICHARD 93%



MARK I must be one of the only people in the country not to have seen the movie yet, but *RoboCop 2* the game is ace. The RoboCop sprite is as much of a mean mutha as in the original. The game is full of neat little graphic bits 'n' bobs, most of these in the backdrops though the character sprites are no slouches. What struck me though is how much tougher this is compared to *RoboCop*. An itchy trigger finger is essential because attacks come from all sides, and you'll be hard pressed to get past level one on your first few attempts. In short: a worthy successor to one of the best Spectrum games around.

93%

RATING

A tough and mean sequel to the blockbusting classic!

PRESENTATION	94%
GRAPHICS	93%
SOUND	91%
PLAYABILITY	91%
ADDICTIVITY	94%
OVERALL	**93%**



GOLDEN AXE



Virgin Games ■ £9.99 ■ £14.99

Death Adder is to happy families what Nicko is to Metros — absolutely lethal! There's nothing he likes so much as knocking on people's doors, introducing himself, then lopping off some heads. His latest deed of unabashed badness is stealing the fabulous Golden Axe which, for centuries, gave power to the land of Yuria. Now Yuria is crawling with Death Adder's evil henchmen!

Three brave people have decided enough is enough and you take your pick of which to control (a second player can also join in the fun). Axe Battler is a muscle-bound barbarian whose favourite weapon is a hefty broadsword. Gilius Thunderhead is a feisty dwarf who carries a massive axe: he's quick on his feet and has a pulverising headbutt. Tyris Flare's favourite move is a shoulder block and she carries a sword, just like the barbarian.

Each have been blessed with magic powers: Gilius commands lightning, Tyris firestorms and Battler explosions. All these can only be activated by getting potions from imps who run across the screen at bonus stages. Each time you hit one you get a potion, increasing the power of your magic when used. Imps also drop food to restore energy.

Each of the main characters has a staggering number of moves, including two walking speeds (push right twice to run), piledrivers where you leap up to make lethal downchopping blows, kicks and so on. There's also two types of dragon to ride on, one breathes fire while the other spits lethal energy. They're also fast, can make crunching headbutts and disappear after just two hits!

The game pits you against ogres with spiked clubs, amazon women, axemen, skeletons and hulking end-of-level baddies such as Sumos and ultimately the Death Adder himself. Each opponent takes a different number of hits to completely destroy and the more powerful the blows, the quicker the enemies fall.

Golden Axe is incredibly fast, the characters zip around the screen like nobody's business! The characters and backdrops are very colourful, but tend to be a bit on the garish side. Most of the combat moves from the coin-op have been included and they're needed because when you're faced with three or four bad guys on screen at once you need to be mobile and vicious! I liked the arcade version and this is a good conversioof a very playable hack and ash game!

MARK 5%

NICK *Golden Axe* is another beat-'em-up in the same style as *Renegade*, or practically any ninja game. What makes this different is the choice of characters you have and the abundance of colour in every level. You can choose between three characters and they all seem to possess the same fighting skills. Detail in the graphics is a little lacking: a large red blob stuck to the back of the girlie hero is not what I'd call a good hair do! *Golden Axe* is an OK beat-'em-up, but best suited to those who know the coin-op.

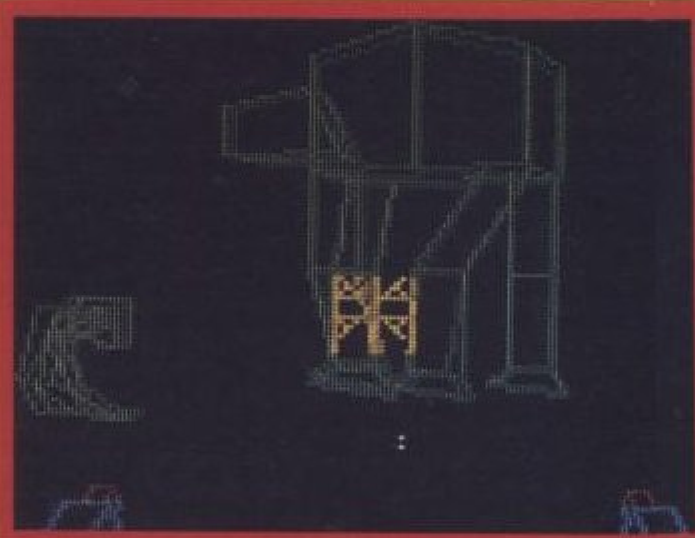
68%

RATING

Fans of the arcade originalwill enjoy playing this more tha the uninitiated.

PRESENTATION	8[illegible]%
GRAPHICS	7[illegible]%
SOUND	7[illegible]%
PLAYABILITY	7[illegible]%
ADDICTIVITY	71%
OVERALL	7[illegible]%





THE EMPIRE STRIKES BACK

The Hit Squad ■ £2.99 ■ rerelease

Take command of Luke Skywalker's snowspeeder vehicle and Han Solo's Millennium Falcon in the game of many fans' favourite movie.

There are four levels of play. First engage in battle on the surface of the Rebel hideout: in a zippy snowspeeder shoot all the probots and stop them from sending messages to your deadly enemy, Darth Vader. Next, you take on imperial walkers, the AT-STs and AT-ATs. The first are small and don't take much to destroy, but the second provide a much better challenge. Other levels include a space battle against deadly ships and a journey through an asteroid field. On each level you have to hit a set number of targets. Get them all and you'll be rewarded with a letter: you have to make up the word JEDI.

Empire Strikes Back is one of the best of the 'Star Wars' games. The vector graphics give an excellent feeling of being out in deep space. The Darth Vader graphics used between levels aren't up to much though. A great game for all fans of 'Star Wars' and blasting games, if a bit easy.

NICK

RATING

OVERALL 78%


DO YOURSELF A FAVOUR SLOT THESE INTO YOUR
SEGA™
MASTER SYSTEM™
INDY INDIANA JONES and the Last Crusade™
GAUNTLET™
LUCASFILM GAMES
INDIANA JONES™ & THE LAST CRUSADE THE ACTION GAME. © 1990. LUCASFILM ® INC. All rights reserved. Indiana Jones and/or Indy are trademarks of Lucasfilm Ltd.
TENGEN
GAUNTLET™ © 1990 TENGEN INC. All rights reserved. ™ATARI GAMES CORPORATION
IMPOSSIBLE MISSION™
PAPERBOY™
EPYX®
IMPOSSIBLE MISSION™ © 1990 EPYX® INC. All rights reserved.
TENGEN
PAPERBOY™ © 1990 TENGEN INC. All rights reserved. ™ATARI GAMES CORPORATION
The Daily Sun
TURN HANDLEBAR TO CHOOSE ROUTE
LICENSED BY SEGA™ ENTERPRISES LTD. FOR "PLAY ON THE SEGA™ MASTER SYSTEM". U.S. GOLD LTD., UNITS 2/3 HOLFORD WAY, HOLFORD, BIRMINGHAM B6 7AX. TEL: 021 625 3366. SEGA™ is a trademark of SEGA ENTERPRISES LTD.
U.S. GOLD®
SEGA™
MASTER SYSTEM™
from Virgin
DISTRIBUTED BY VIRGIN MASTERTRONIC LTD. 16 PORTLAND RD. LONDON W11 4LA.



A CRASH Smash

navy SEALS

Ocean ■ £10.99 ■ £15.99 ■ 128K only

The 'Navy SEALS' movie isn't out until February, but Ocean's game-of-the-film is already complete! How's that for efficiency?! The Navy SEALS is special commando unit of the US Navy. One of their helicopters has been shot down over the Gulf and the pilots captured by a bunch of Arab nutters. A team of five Navy SEALS commandos storm their HQ to rescue their chums and destroy the Arab's collection of lethal Stinger missiles.

There are two different missions in the game, each loaded separately, and you can play whichever you want without solving the other. Mission one's a platform/combat/strategy game (there's a mix —Ed) and mission two is basically *Renegade* with guns.

Mission one, with five levels, begins as the squad of five SEALS sneak into Oman harbour. You control each of the five SEALS one at a time, so you've got five lives.

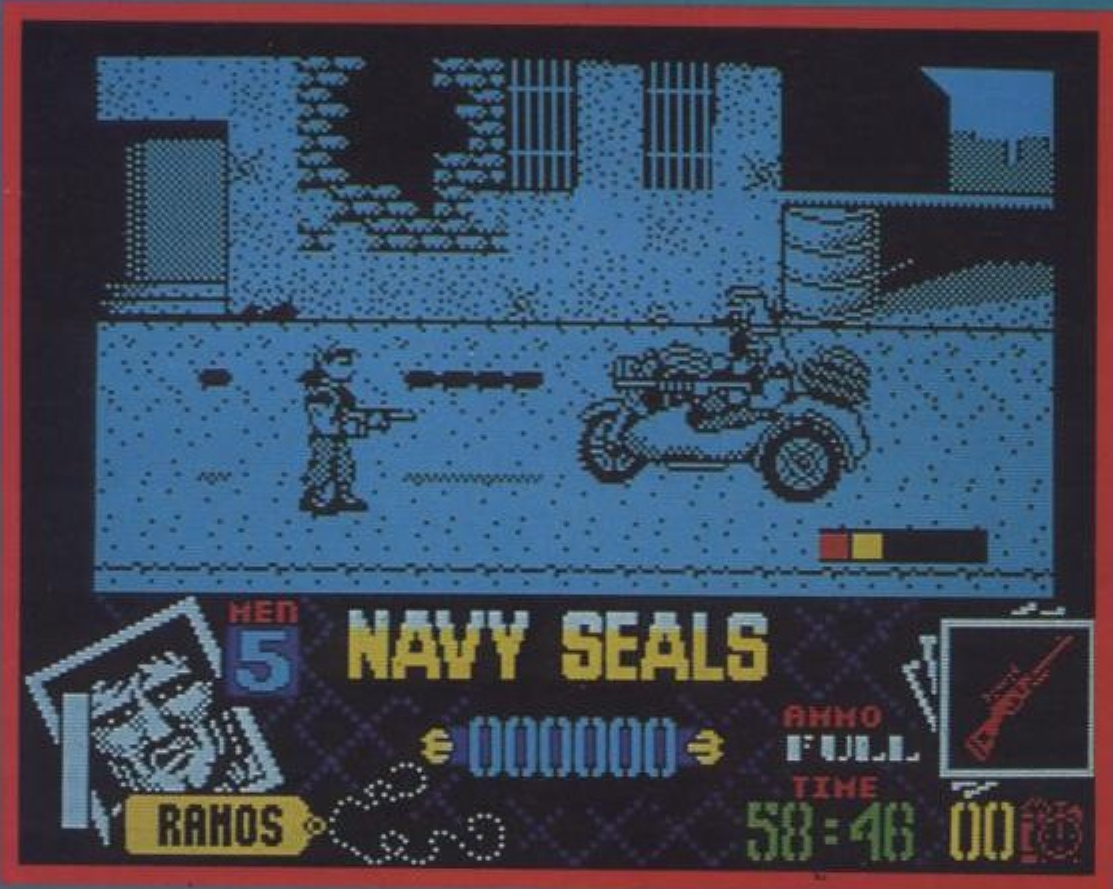
Each level is big, or maybe it just seems like it because the graphics are so huge. And you can't just go running around, guns ablaze, hoping to take out the guards before they see you in this maze of crates, platforms, buildings and tunnels. I did that and lost all five SEALS in about 20 seconds! You need to be brainy, planning your moves as you go. It all seems impossibly difficult to begin with but with every go you get a little bit further. When you know the best attack plans you'll whisk through it! It's just like organising a real tactical raid!

The detailed scenery scrolls multi-directionally as you move about and all the SEALS are very agile. You can run and jump to the left or right, leap up, grab a girder and swing along, crouch, crawl and most importantly shoot! Actually, shooting is a real pain as you can only point your gun to the left or right. It would have been better if you could swing your gun around like in *Midnight Resistance*.

Arab opponents are all over the place and the second they spot you they open fire. You can retaliate with your handgun and later, as you discover weapon crates, flame throwers, machine guns and more!

The objective on each of the levels is to locate the Stinger missile cases, place a time bomb on each and then escape before the whole place gets blown to bits. The action gets increasingly more difficult as you go up the levels, though the actual gameplay remains the same.

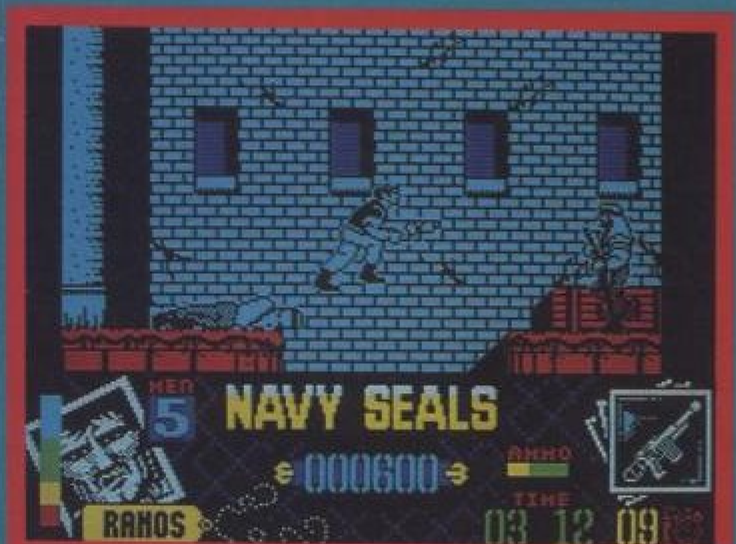
Mission two is a much simpler game and is almost relaxing after the complexity of level one. It's played on the streets of Beirut and you



have to find your way, with the help of a map and a few useful tip-offs, to the Arabs' store of Stinger missiles. The scenery scrolls horizontally as you move through streets swarming with Arabs. The nearer you get to the Stinger store, the more attackers there are about. After shooting down a wave of opponents prepare for some heavy-duty combat as the Arabs ride in on armoured vehicles. It's all simple violence and not too straining on the brain, as long as you follow the map correctly!

Navy SEALS is one of Ocean's 128K only products and it shows. It's incredibly well presented and really makes use of the 128K's power. There's none of the corner cutting there'd be if it had to be chopped into multiloads for a 48K Speccy. Graphics are very colourful, detailed but always clear, and colour is effectively used throughout level one. Animation of the characters is simply brilliant, the SEALS and Arabs perform all their movements well and surprisingly quickly considering their huge size! Mission two is the more immediately playable of the two but in the end it's mission one's five complex levels that'll keep you enthralled!

RICHARD 94%



OLI Oozing quality, *Navy SEALS* is one of the most well designed, programmed and produced products of the year. It's tough to begin with, but make a map, plan your movements and you'll be well away. Graphics are superb and there are loads of really neat touches to the animation in mission one: the scenery normally scrolls smoothly around you, but when you climb a ladder it scrolls in chunky steps with every rung you climb, and there's the devastating missile launcher weapon — fire that and the whole screen is clouded in a red and yellow explosion! *Navy SEALS* is excellent value too, you really are getting two very different games: the strategic mission one and the very playable stroll down Hell highway in mission two. In fact, it's a bit of a landmark in Speccy gaming!

93%

RATING

A brilliant game, stunning in every aspect — a landmark!

PRESENTATION	95%
GRAPHICS	94%
SOUND	92%
PLAYABILITY	91%
ADDICTIVITY	93%
OVERALL	**94%**



PICK 'N' PILE

Ubi Soft ■ £9.99 ■ £14.99 ■

It's all a question of balls. Steel ones to be precise. You see the object of the game is to pile these balls on top of each other in stacks of two or more to make them disappear. There are three different colours and lots of bonus balls too.

Placing a ball couldn't be fire that can be used to support columns (!) and bombs that destroy all the balls in the surrounding area.

It gets really annoying when, just as you're about to complete one screen, you run out of matching balls! There is an option of calling extra balls if you run out but this can go on for ages before you finally find a matching pair!

MARK What a load of balls (there are in this game)! *Pick 'N' Pile* is another 'shuffle like-coloured sprites around the screen and watch them disappear' style game, *Plotting* and *Puzznic* used the same system but they're far superior. The game starts off easy and carries on just as simply. The simplistic graphics and irritating intro tune don't help. *Pick 'n' Pile* is very mediocre fare.

50%

easier. All you do is put the cursor on the ball you want to move, press fire then move the cursor to where you want the ball to be and press fire again. If the desired position is already taken up by another ball they swop places. To make things tricky, there's gravity so balls can roll downward unless properly supported.

Pick 'n' Pile is a matter of planning your moves ahead. You have to look at the random arrangement of balls on the screen and think about how best to manipulate them to get maximum points. Using bonus balls helps in point collection: some bonus balls just have numbers on them which are added to the final score, some have multiplication signs which means (you guessed it) you multiply the score by the number on the ball! For extra bonuses there are diamonds. Creating a column where the value is over 1000 points wins you a diamond and they vary in brilliance. If you collect 20 of these gems you will get a mega-bonus — *wooo*! There are also devils which eat away at your time,

The graphics used are definitely colourful and detailed but you can't go far wrong with balls! It's fun to play for a while but, in the end, there seems to be no real point to the game. Some people around the office have made a comparison to *Puzznic* but that was infinitely more challenging and much more interesting. With so many really good puzzle games around at the moment *Pick 'n' Pile* is not going to make my Christmas list this year.

NICK 62%

RATING

Lacklustre puzzle game that doesn't go anywhere

PRESENTATION	66%
GRAPHICS	62%
SOUND	62%
PLAYABILITY	55%
ADDICTIVITY	56%
OVERALL	**56%**

NINJA REMIX



System 3 ■ £9.99 ■ £14.99

With the release of *Last Ninja 3* planned for the middle of 1991, System 3 is offering gamesters who missed out on *Ninja 2* a chance to catch up on the adventures of the Last Ninja, in this Remix of the Christmas 1988 hit. The game is a clever arcade adventure with appealing graphics, viewed in 3-D.

There are no changes to the game — it's *Ninja 2* and no mistake — the additions are an attractive opening sequence and an improvement in the sound. If you've been off planet for the last couple of years and don't own a copy of *Last Ninja 2* this is a good opportunity to see a great bit of Speccy gaming.

RATING
OVERALL 70%



F-1 TORNADO

Zeppelin Games ■ £2.99 ■

Calling all prospective Tom Cruises!! *F1 Tornado* takes you on a trip through rugged enemy terrain that you'll never forget! Levels packed with planes, helicopters, boats, tanks and the big end-of-level enemies take a lot of pounding to complete. You start off with nothing but a single-shot machine gun: your finger won't stop pounding the fire button, but a limited supply of extra weapons can be collected to increase your fighting power: reverse fire, missiles, bombs and a speed up are all available.

You can tell at first glance that this is a budget game. The well drawn but simple graphics and unchallenging gameplay certainly don't keep you glued to the screen. The only real difference between levels is the colour! If you want a cheap shoot-'em-up to try out your new joystick on, this is it. If you want something that provides more than half an hour's entertainment, look elsewhere.

NICK

RATING
OVERALL 51%

R-TYPE

The Hit Squad ■ £2.99 ■ rerelease

If you haven't heard of *R-Type* then you must have been living in a dark cave at the top of some mountain range for the last few years. This is one of the best shoot-'em-ups ever to appear on the Spectrum. Flying the R-9 fighter is an easy task, dodging the endless streams of aliens that are thrown at you is another affair. You've got to have nimble fingers to survive just the first couple of seconds.



To help you along there are weapons you can pick up in your fight for success, some real powerful ones too. Homing missiles, shield orbs, anti aircfaft lasers and extra speed are just some of the goodies ready for collection. The amount of colour the programmers crammed into *R-Type* will impress any player. You're probably used to playing shoot-'em-ups with mono graphics or horrendous colour clash: not in this game.

What really lets *R-Type* down in the playability stakes is the multi-load system. I know I moan about multi-loads whenever they crop up, it's just they are so annoying. Luckily there's a continue play option with a set number of credits. *R-Type* is a must for all fans of the shoot-'em-up. Plenty of weapons, lots of nasty aliens and level after level of true arcade action. Get a copy and play.

NICK

RATING
OVERALL 82%



KICK BOX VIGILANTE

Zeppelin Games ■ £2.99 ■

This is one of the most basic beat-'em-up clones I've played! Do you really want to know more? OK...There are two backgrounds and a selection of opponents to play against, each with their own strengths and weaknesses. Graphics are very neat and the backgrounds are colourful, but then there aren't many games with bad graphics these days. The inlay tells you all the moves avaiilable, but take it from me, if I you just stand in one placee and constantly do a high faace kick the game is easily completed! *Kick Box Vigilante* has nothing I new or exciting to offer — it's's just a cheap alternative to thhe full price originals.

NICK

RATING
OVERALL 38%

HOT SHOTS FROM THE HIT SQUAD



HIT NAMES • HIT GAMES • HIT SQUAD

ALL AVAILABLE NOW FOR: SPECTRUM • COMMODORE • AMSTRAD

THE HIT SQUAD • PO BOX 350 • MANCHESTER • M60 2LX



CHIP'S CHALLENGE

US Gold ■ £10.99 ■

Chip McCallahan was a bit of a nerd. One of those people who sits on their own at the lunch table because they've bored everyone else to death. He got the shock of his life when Melinda the Mental Marvel sat down next to him. Chip had admired her for some time. 'Chip, if you finish the challenge you can join our computer club! The Bit Busters,'she whispered into his ear. Chip gulped, swallowing his mouthful of pretzels. 'I'll do it!' American storylines! Dontcha just love 'em?!

Playing a nerd in a computer game may not be your ultimate dream but when the action is as addictive as *Chip's Challenge* you won't say no! The objective is simple: just collect all the chips on each level to progress to the next. It's the complicated arrangement of moving platforms, deadly blocks and keys that bumps up the difficulty. Each maze is viewed from over head and the scenery scrolls around as Chip moves.

The graphics used don't really differ much from the original game for Atari's handheld games console: the Lynx.

Mind you, there's only so much you can do when the graphics are made up of small squares. But, of course, the simpler they are, the easier it is to see what's happening and using blocks as graphics means you can use as much colour as you like without colour clash! Whoopee!

The 144 levels range from the ridiculously simple to stonkingly impossible! Each level poses a unique challenge and has its own password, allowing you resume at whatever level you last played the next day.

The addictiveness of *Chip's Challenge* takes me back to the days of *Boulderdash* and *Rockman*. Each level is set out so that the slightest mistake could ruin your chances of completing it. Fortunately, if this happens you can simply press the restart button and have another bash. It'll take a few games for you to get to know the levels, but don't worry about getting fed up after completing them all. 144 should keep you busy until the next decade! *Chip's Challenge* may not break the barriers of technology but it is great fun and after completing a level you'll be begging for more! Luckily for me I've got all 144 codes so I'm off for another go!

NICK 79%

MARK *Chip's Challenge* makes a welcome break from violent shoot-'em-ups (I don't believe I just said that). The mind mangling puzzles range from simple to hair-tearingly frustrating but they're *soooo* addictive. Graphic style is simplistic, but with the playability so high I'll forgive Chip for walking about with a permanent white block around him. 144 levels is a lot of space. I first thought it was a misprint but the handy reviewer's code sheet proved it to be true! I managed to get through the first twenty after a few days play — but, as the levels get tougher and tougher, cracking the whole game should take ages! One thing's sure: you're in for a lot of entertainment before reaching that elusive 144th screen.

85%

RATING

Not graphically stunning, but an amazingly addictive challenge

PRESENTATION	75%
GRAPHICS	65%
SOUND	70%
PLAYABILITY	89%
ADDICTIVITY	90%
OVERALL	**82%**

days of thunder

Mindscape ■ £9.99 ■ £14.99

At last, you get to step into Tom Cruise's shoes and play his character from the movie: Cole Trickle, an up-and-coming NASCAR racer who dreams of winning America's toughest race — the Daytona 500. In cars capable of speeds in excess of 200 mph life is very dangerous but, fool that you are, you turn up at Daytona for the first race of the season.

There are six races: start at Daytona, then go on to Phoenix, Atlanta, Talladega, Charlotte and return to Daytona for the final race. At the start of each track there's a qualifying lap to determine your grid placing at the start of the sixteen-car race.

Game view is from behind Cole's car, with the dials and gauges at the bottom of the screen. Race in any one of the four gears. Also shown is the fuel gauge, the rev counter, the speedometer and perhaps most importantly the damage meter. Repeated contact with either the sides of the track or other competitors knocks up the damage to tyres and other parts. But a visit to the pits repairs damage and refuels the car.

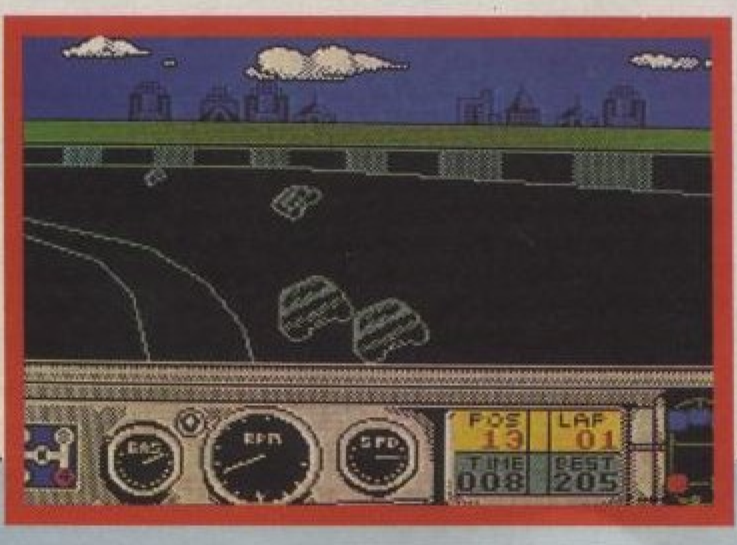
The game ends when you either hold the elusive gold cup, or you trash too many cars and are slung out (the latter is easier to achieve!).

Graphically the game is sparse, the cars are little more than boxes on wheels and the background scenery is almost non-existent apart from a few trees. Most of the races are at least 12 laps in length and, sadly, it isn't a lot of fun. Sound is a bit more promising (though not much): an okay intro tune gives way to bog-standard vroomy engine effects. The only thing I can say is give me a couple of matchsticks and a plentiful supply of coffee and I'll play *Days Of Thunder*. Failing that, just give me a poke in the ribs when the race is over.

MARK 45%

NICK 'Oooo, show me heaven, cover me'. Well I can tell you one thing for sure: this game is not heaven. In fact it looks like a race game from the early days of the Spectrum. We're talking five to six years ago! Racing consists of a badly animated car trundling around a poor vector graphic track. When a corner comes up, the track suddenly jolts to the left (there are no right turns, ever!) then snaps back to the straight again. All this goes on for eighteen laps on some tracks!! Not my idea of fun. Graphics are the pits (no pun intended). They improve on the presentation screens but it's the actual game that counts. Steer well clear (that pun was intended!!).

42%

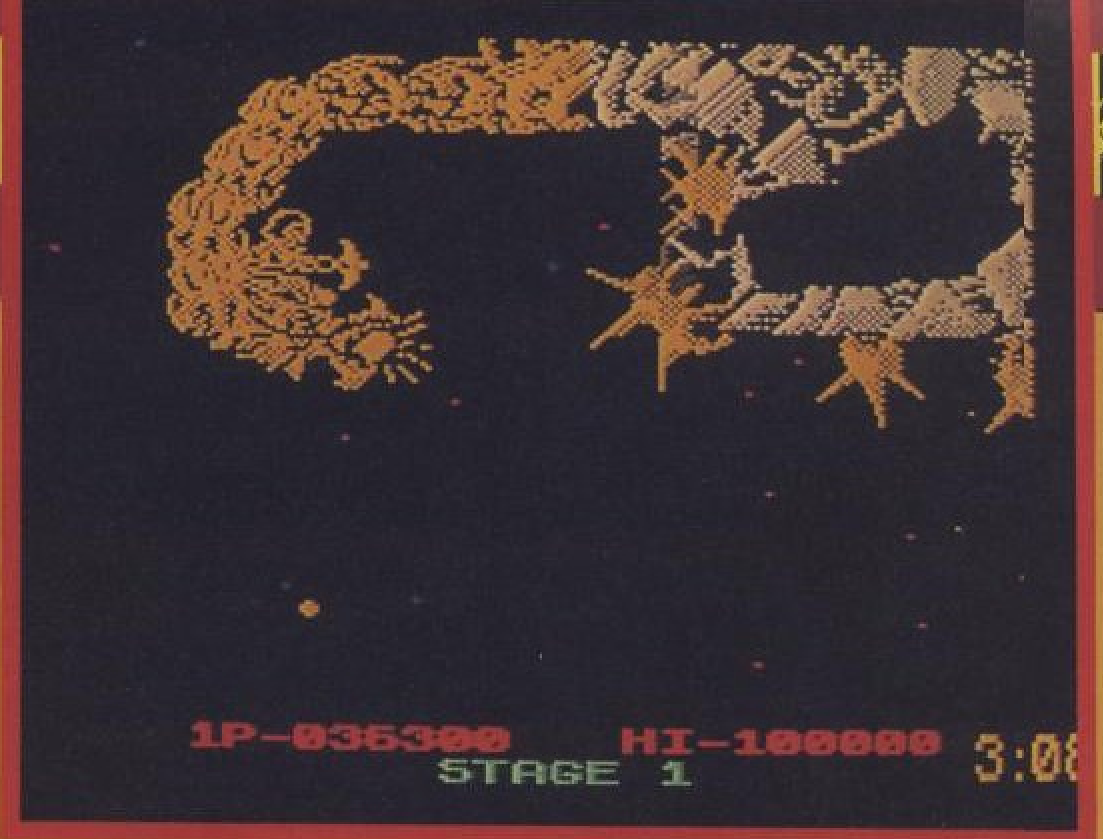


RATING

Tom Cruise fans will be disappointed, as will gamesplayers in general

PRESENTATION	59%
GRAPHICS	40%
SOUND	39%
PLAYABILITY	42%
ADDICTIVITY	41%
OVERALL	**43%**





DRAGON BREED

Activision ■ £9.99 ■

Weird, mystical and a bit crappy names, ahoy! You're Kayus, King of Agamen, and ride on the back of Bahamoot the dragon to battle the minions of Zambaquous, self styled King Of Darkness. Discontented peasants have freed Zambaquous to overthrow Kayus, and already the creatures of darkness roam Agamen.

Six horizontally-scrolling levels, filled with more vile creatures than you could shake a dragons tail at, stand between Kayus and the destruction of evil Zambaquous. Kayas is armed with a cross bow, whilst Bahamoot spits dirty great energy bolts from his gob (which increase in power when the fire button is held down). Enemy creatures attack and damage is inflicted if Kayas is hit.

Watch out for the weapon power-ups: when the more vicious creatures are blasted to bits they leave coloured orbs behind. Red orbs bestow barbecue breath on Bahamoot, silver orbs give homing missiles, blue orbs give lightning bolts and gold orbs send sharp scales winging their way to the enemy. The more orbs you collect of the same colour, the more powerful the weapon.

Activision has the strange habit of releasing obscure coin-op conversions and *Dragon Breed* is no exception. The graphics are incredibly large and colourful and there's very little colour clash. The sprites are also well animated and the action is fast and furious. Although in the same vain as *Saint Dragon*, this isn't as playable. Maybe it isn't fair to compare the two games, but I feel that *Dragon Breed* will suffer slightly in the light of its more playable counterpart.

MARK 84%

NICK From the coin-op company that brought you *R-Type* comes... *R-Type* with different graphics! Yes folks, that's all *Dragon Breed* really is. That doesn't mean the game is no good though, shoot 'em up fans will find it highly entertaining. Coming so soon after *Saint Dragon* (92%, Issue 82) everyone is bound to point out the similarities between the two games. The graphics in this are not as slick as the *Saint Dragon* ones though, they are bigger but also clumsy. What makes *Dragon Breed* stand out is the way the little man riding on the dragon's back can jump off and run along the ground! *Dragon Breed* is a shoot 'em up maniac's heaven — lots of enormous monsters to be killed, plenty of different weapons to be collected and a continue-play option. Excellent fun initially, but whether it will still be addictive in a couple of months' time is another matter.

76%

RATING

A colourful and playable shoot-'em-up lacking the polish of greatness

PRESENTATION	76%
GRAPHICS	74%
SOUND	71%
PLAYABILITY	79%
ADDICTIVITY	76%
OVERALL	**80%**

SUPER CARS

Gremlin ■ £10.99 ■ £14.99

The latest game from the Gremlin garage is *Super Cars*. The aim is to complete all the races in a season and win as much money as possible. The three supercars available are the Taraco Neoroder Turbo, the Vaug Interceptor Turbo and the Retron Parsec Turbo. There are nine races per season: they can be played in any order but they increase in difficulty, so my advice is to start on track one (wimpo —Ed).

You start the game with a 1.6 Taraco and £5000 in cash, your first port of call is the garage. Here a range of extras are available (for a price), including power steering, front and rear missiles, turbo chargers and a high speed kit. There is also a car showroom where more powerful cars can be purchased.

Choose one of the nine tracks, viewed from overhead, to race around and prepare for battle against the other three cars. Track one is fairly easy to survive, but later on tortuous bends, water and oil spillages pop up. Keep your eyes on the bottom of the screen to check the damage meters and fuel gauge. Crashing into other cars or the sides of the track lower the engine's power, bodywork and tyre gauges. Fuel is glugged at a vast rate regardless. The garage is the place to go for repairs and fuel, but make sure you have enough money.

You need to complete the race in third position or better to survive. Rewards you receive are £20,000 for first position, £10,000 for second, and so on down the scale. Survive all nine tracks and you're awarded a £75000 bonus and moved onto the next season's racing.



NICK Gremlin seem to have gone car crazy over Christmas. First *Lotus Esprit Turbo Challenge* and now this! The first game was a little more impressive, though. This is just a *Super Sprint* clone with nothing much going on at all. Your car crawls around the track, with only three others to race against. Most of the time you can race around as if you were the only one there! As you can tell, the main game is very boring. Things are cheered up a bit by the attractive garage, car selection and introduction screens though, and there are some groovy tunes. All the graphics on the cars when you bring up their technical specs are excellent. *Super Cars* is a reasonable attempt at a racing game but it won't hold your interest for long.

76%

Presentation on *Super Cars* is up to Gremlin's high standards with the choice of three car types, the garage options and more. Sadly the playability suffers, mainly due to the limited number of track layouts and the amount of computer-controlled cars in each race. On the first couple of tracks it's all too easy to finish the race first, so extras can quickly be purchased in preparation for later levels. A neat game for unskilled racers — the real hard nuts should go for *Lotus*.

MARK 75%

RATING

A reasonable racing game overshadowed by its garage mate *Lotus Esprit Turbo Challenge*.

PRESENTATION	83%
GRAPHICS	78%
SOUND	76%
PLAYABILITY	78%
ADDICTIVITY	74%
OVERALL	**77%**

LOTUS ESPRIT TURBO CHALLENGE

A CRASH Smash



Gremlin ■ £10.99 ■ £14.99

Jump into the driver's seat of a Lotus Turbo Esprit, buckle up and stick your foot on the accelerator! That's the invitation from Gremlin and you'd be mad if you said no. This is one hot simulation, so hot you have to grab a hand of ice cubes everytime you play it!

The ultimate aim of the game is to survive the stomach-churning tracks and qualify for the Lotus Licence. This is easier said than done because there are 32 tracks and they can throw up some mean situations! Some have roadworks and rocks, not to mention the other sixteen cars all racing for the same goal!

Completing a track involves a lot of skill and some planning ahead as the fuel your car can carry is not always enough. Pit stops appear after the start/finish line and stopping in one will bring up the refuelling screen. To complete a track you need to finish in the top eight; in a two-player game if one player manages it both automatically sent to the next track. Your starting position on a track depends on where you finished in the last. If you finished first you go to the back, second you go to fifteenth, etc.

The split-screen two-player option is great fun if you have a friend to play against. The trouble is you can forget which car you're controlling, resulting in some spectacular crashes. All the graphics on the cars, track, introduction screens and background are simply excellent, and the track scrolls by very smoothly. Going over a hill is a little tricky, though, as it's impossible to see what's coming up on the other side. For sound lovers there are three tunes to choose from, although they don't play during the game so there's not much point!

Gremlin have given all players a real incentive to get on in the game by offering a real Lotus Licence to whoever completes it. At the end you'll be given some code numbers. Writing these down on the form included in the pack and sending them off will soon reward you with your well deserved prize. *Lotus Esprit Turbo Challenge* is one of the best two-player car simulations around. Speed fans get out there and buy it now!

NICK 89%

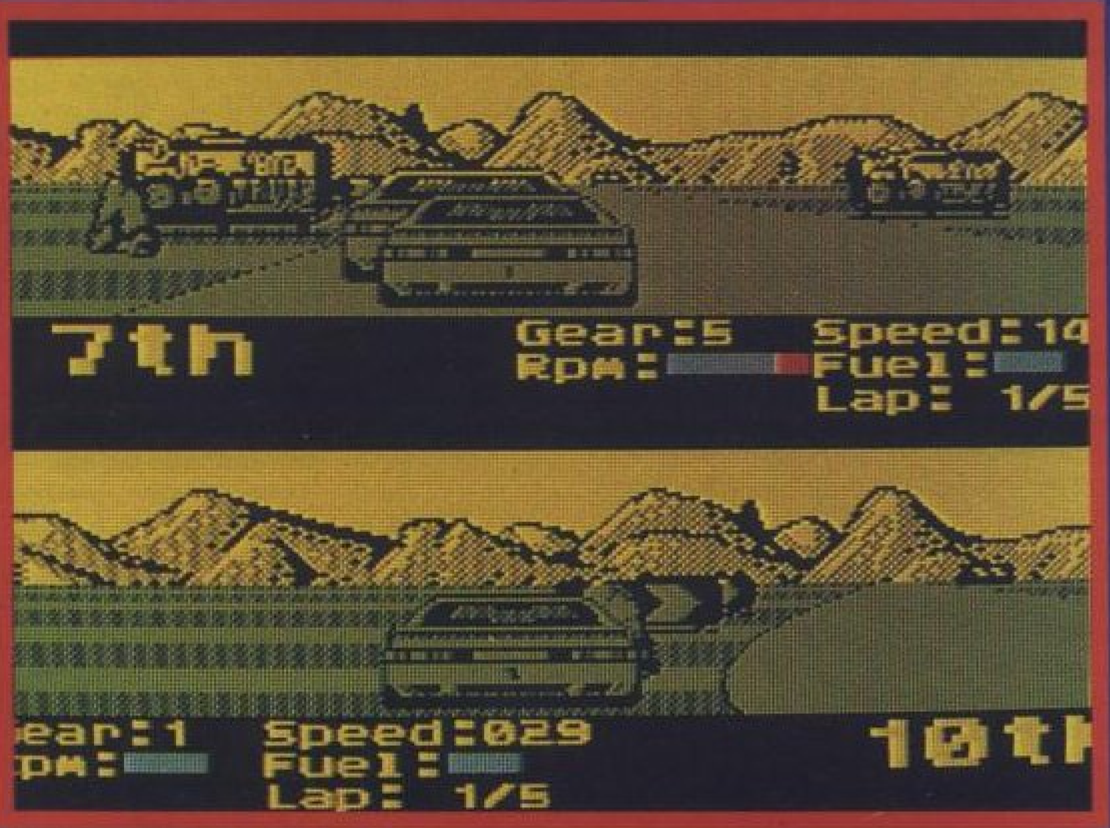
MARK A chap from Gremlin popped down to the office the other day and took everyone for a spin in his Lotus. That was the day I was away. Hurumph! However, the game *Lotus Esprit Turbo Challenge* more than makes up for my disappointment! All credit goes to the programmers for producing such a good looking and very playable racing game. The intro sequence is a masterpiece, whilst the game itself is so playable — especially against a friend. Sometimes it's difficult to distinguish between the track and the grass, and so it's all too easy to spin off the track. But despite that, *Lotus* is a birrova mega-game and racing Smash if ever there was one!

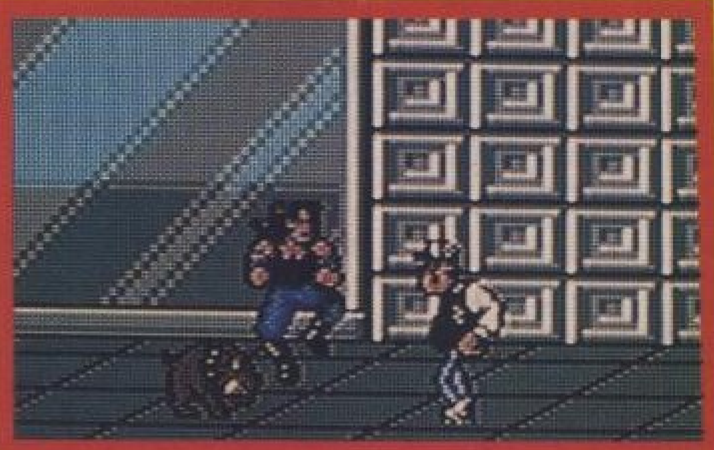
91%

RATING

A highly playable racing extravaganza, especially vith two players

PRESENTATION	8[illegible]%
GRAPHICS	8[illegible]%
SOUND	8[illegible]%
PLAYABILITY	9[illegible]%
ADDICTIVITY	8[illegible]%
OVERALL	**90%**





TARGET: RENEGADE

The Hit Squad ■ £2.99 ■ rerelease

Fight your way through five tough scenes of beat-'em-up action to meet Mr Big and give him a right good wacking. *Target: Renegade* is the second of the three Renegade games and provides some great action packed punch ups.

The game is set in the city of Scumville and each scene will bring different types of villains for you to deal with. You can attempt to battle through the game on your own or alternatively get a friend along for the ride. Two players can play simultaneously, each protecting the other. This way you stand a much better chance of surviving.

The baddies can pop up from anywhere. Some hide in doorways and others attempt to run you down on their motorbikes. They would be quite easy to kill with a well placed punch or kick if it weren't for the deadly weapons some carry. Mallets, axes and metal bars are just a few of the gruesome objects they use. Fortunately these weapons can be of use to you too.. Just punch the bod with the weapon and you can steal it from him.

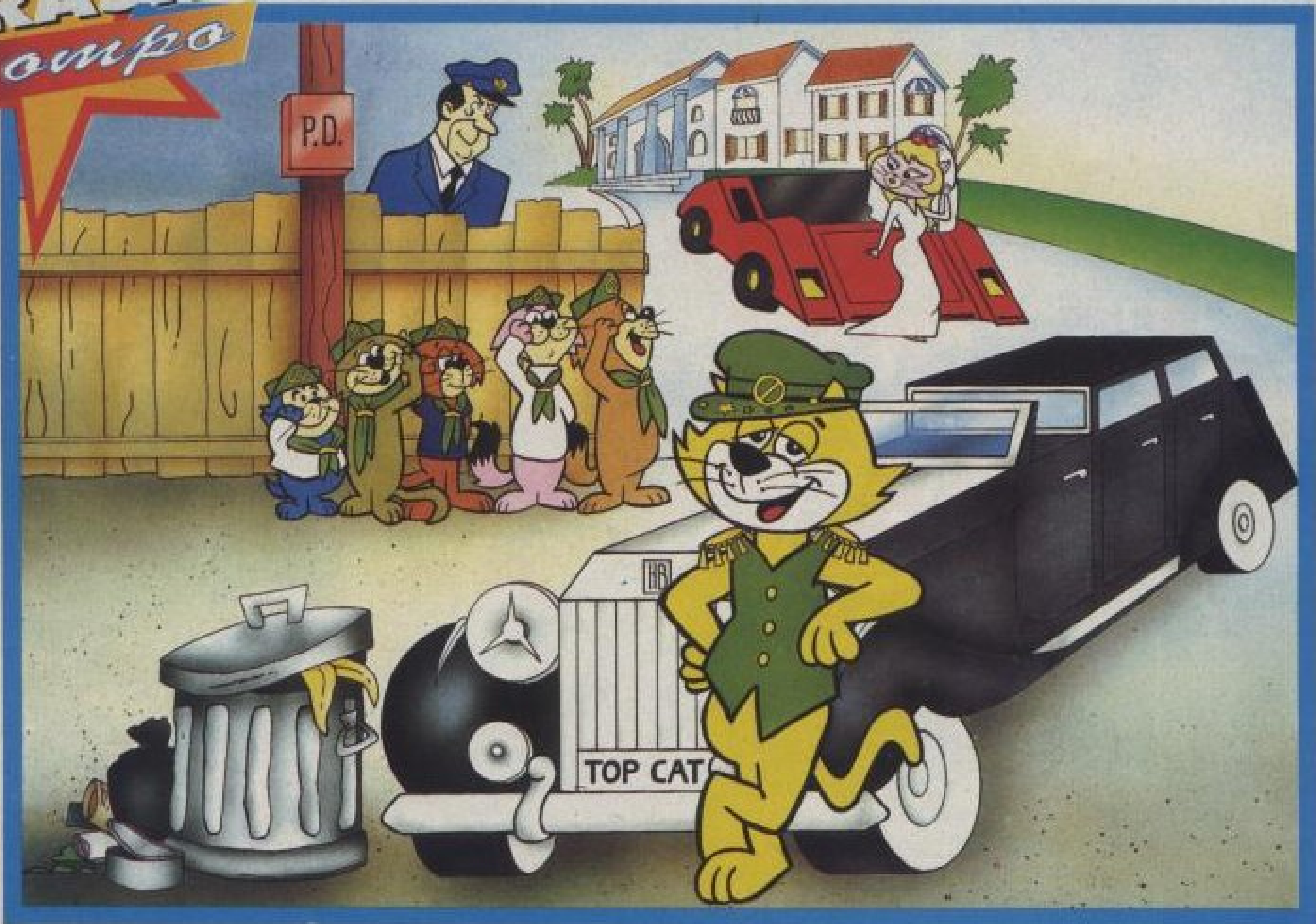
Graphics are all well drawn, sprites are animated well and backgrounds have their fair share of colour. The levels get better as you progress, starting in the mutli-storey car park and going through the shopping mall to the bar where you can battle with Mr Big around a snooker table. I really enjoyed it when it was first released and it's got me hooked again. *Target: Renegade* is excellent, non-stop beat-'em-up action all the way.

NICK

RATING

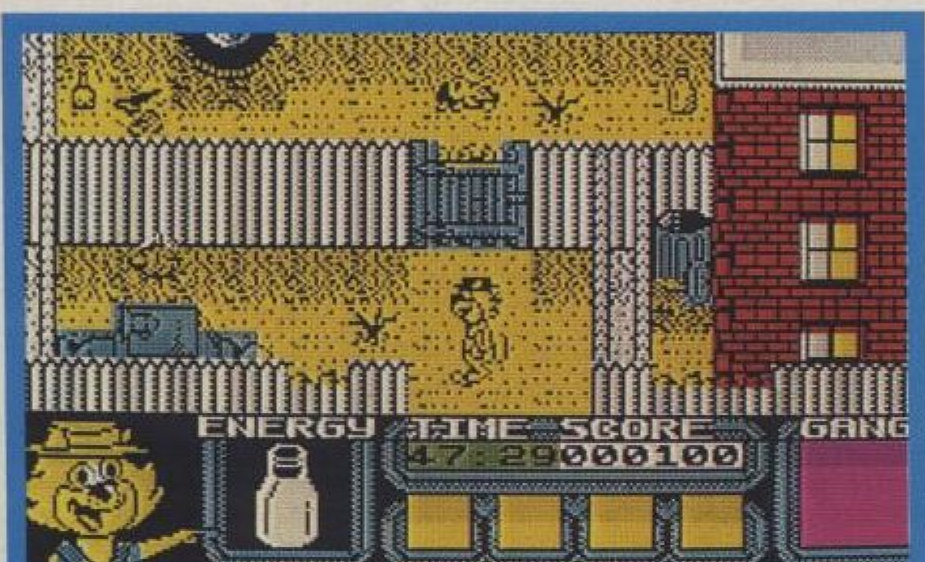
OVERALL 84%


the AMAZING SPIDER-MAN®
Take the role of Marvels' favourite character - Spider Man - in a highly addictive race against time to save Mary Jane from the hands of Mysterio.
★ Crawl through poisonous, rat-infested sewers, wonder at the ever changing gravity of outer space.
★ Defend yourself from mechanical mummies in ancient tombs.
★ Fight Godzilla as you climb Manhattan skyscrapers.
★ Explore Wild West gold mines riddled with high explosives.
★ Swing on webs over shark-infested castle moats and pits of fire.
★ Moving platforms, Illusionary walls, electrified floors and intelligent robots.
265 SPRITES OF ANIMATION FOR SPIDEY • COMPLETE CONTROL OF PETER PARKER'S SECRET WEB FORMULA • FIRE IN 8 DIRECTIONS • STUN ROBOTS, HIT SWITCHES AND CLIMB WEBS TO SAFETY • SWING FROM WEB TO WEB OVER TRAPS AND HAZZARDS SET BY MYSTERIO.
C+VG HIT!
"GET YOUR TEETH INTO THIS GAME AND YOU'LL SOON FIND YOUR SELF WELL AND TRULY ADDICTED!" C + VG 87%
SCREEN SHOTS ARE FROM THE AMIGA VERSION
Spider-Man, Mysterio and all Marvel characters and the distinctive likenesses thereof are Trademarks of the Marvel Entertainment Group, Inc and are used with permission
EMPIRE
THE AMAZING SPIDER-MAN is produced under license from the Marvel Entertainment Group Inc.
Empire Software, 4 The Stannets, Laindon North Trade Centre, Basildon, Essex SS15 6DJ
Tel: 0268 541126 Fax: 0268 541125
THE AMAZING SPIDER-MAN WILL HAVE YOU CLIMBING UP THE WALL



FELINE FUN!!

WIN A SONY DISCMAN!! COR!! 20 TOP CAT GAMES!! YIKES!!



● Straight from the crazy cartoon world of TV comes that loveable character, Top Cat in his very own game: *Top Cat in Beverly Hills Cats*! This is the latest offering from Hi-tec Software in their series of games based on Hanna-Barbera characters and it's dead good!!

In the game, TC's mate Benny The Ball has inherited a bloomin' fortune from an old lady because the rightful heir, Amy, is missing. Benny and the rest of the gang are now living a life of luxury in a big mansion in Beverly Hills. Unknown to him the Butler of the mansion is next in line to the fortune and will do anything to get rid of poor Benny! Crikey! You have to help TC foil the evil butler's plans and find the missing Amy.

This is the fifth Hanna-Barbera game from Hi-tec Software. We've had *Yogi Bear*, *Atom Ant*, *Ruff and Reddy* and *Hong Kong Phooey* — packed full of cartoon graphics and jolly gameplay they're all winners. Now Hi-tec Software is offering you the chance to win an ultra-brilliant prize in this *Top Cat* competition.

The first prize is a portable Sony Discman sound system giving the winner hours of enjoyment and toe tapping tunes anywhere! Listen to Kylie in the local supermarket, listen to Jase when you're jogging in the morning or listen to Betty Boo in bed (that's her music, her Betty Boo in the so-called flesh!!). Whatever you like a Sony Discman is the 'tool' you need. 20 runners-up each receive a brand spanking new copy of *Top Cat* for their hungry Spectrum to munch on.

So what do you have to do to win these glorious prizes? Well, the first thing to do is ask whoever's in charge of the phone for permission to use it, then ring the CRASH Compo Hotline! Dial 0898 555 084 and listen to the questions being read out over the phone. When you have your answers, write them down on a postcard or the back of a sealed envelope and send it to:
NEWSFIELD, TITILLATING TOP CAT COMPO, CRASH, LUDLOW, SHROPSHIRE, SY8 1JW. And make sure your entries arrive by January 18!!

DIAL AWAY!
0898 555 084

WIN A SONY DISCMAN & GAMES!!

Calls cost 33p per minute during off-peak time and 44p per minute at all other times. If you don't pay the phone bill ask the person who does! CRASH Hotlines are brought to you by CRASH Ltd and Chatterbox Ltd.

COMING UP IN YOUR STONKINGLY BRILLIANT FEBRUARY 1991 ISSUE OF CRASH...

WELL, FOR A START THERE'S...
A megarilliant Powertape, positively bulging at its plastic seams with four whizzo Speccy games for you to play for free! Plus other surprise goodies!!

THEN THERE'S...
All the essential reviews and previews of the hottest games that'll be hitting the streets in 1991!!

AND DON'T FORGET...
The compos (win lots and lots)!! Nick's playing tips with, flippers crossed, a complete *Turtles* playing guide from the programmers at Probe Software!! Another great pull-out poster!! And lots, lots, more!!

DON'T MISS IT!! CRASH ISSUE 85 ON SALE JANUARY 24!
A COMPLETE BARGAIN AT JUST £1.85
THE NATION'S PLAYING OUR GAMES!!

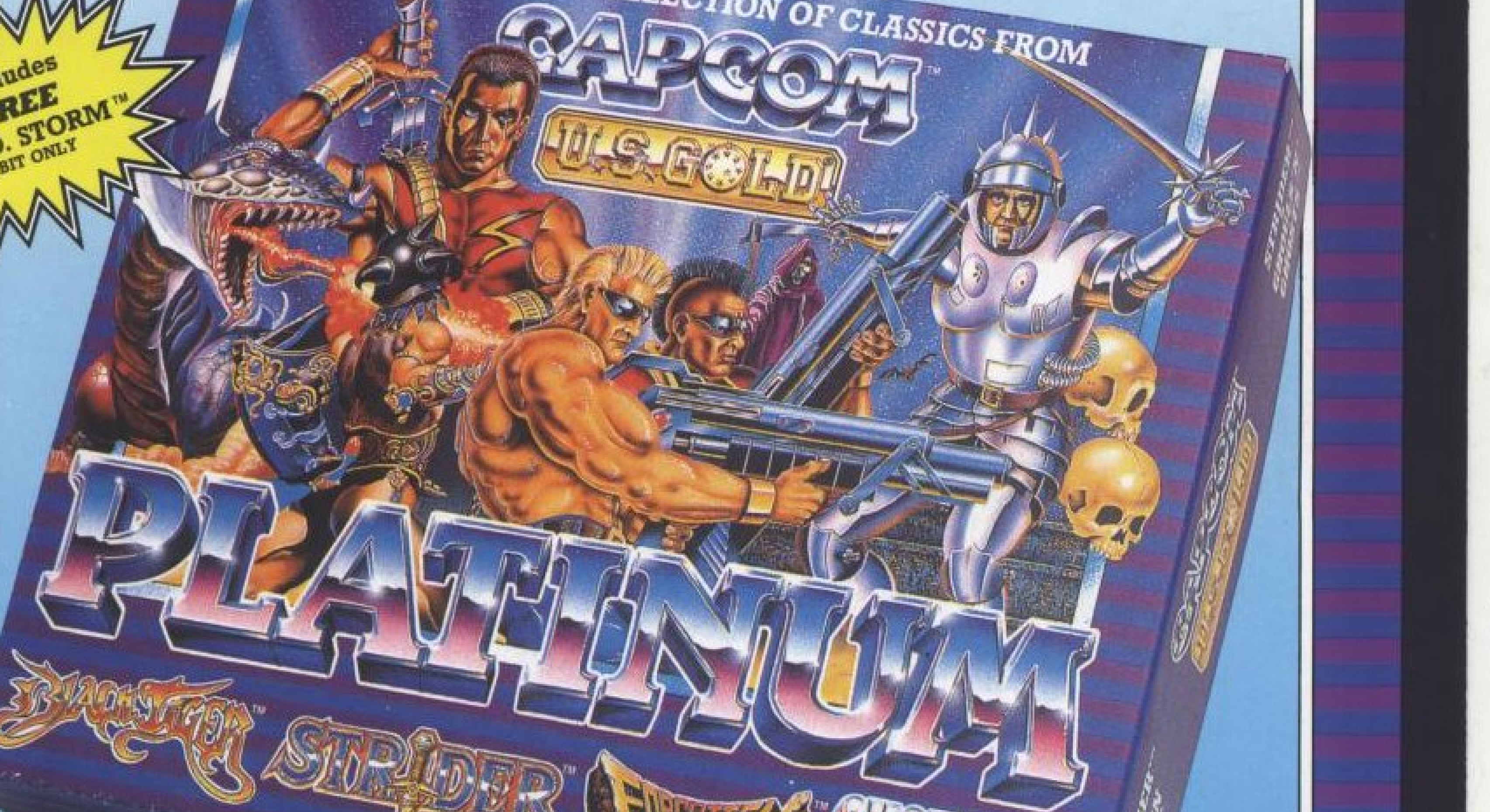
MASTERS OF THE ARCADE CHALLENGE PRESENT...

PLATINUM

AN AWESOME COLLECTION OF FOUR CAPCOM™ CLASSICS

GHOULS 'N' GHOSTS™
FORGOTTEN WORLDS™
STRIDER™
BLACK TIGER™

Includes **FREE** L.E.D. STORM™
8 BIT ONLY



CBM 64/128 cassette & disk, Amstrad cassette & disk, Spectrum cassette & disk.
Atari ST & CBM Amiga (exclude LED Storm™).

U.S. GOLD

CAPCOM

U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366.



HE'S BACK... TO PROTECT THE INNOCENT
ROBOCOP 2
TM
EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT.
The future is a rough place, Detroit is a bankrupt city... torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of
Robocop!
can deliver! Take on Detroit's evil mastermind and his Robocop 2 has justice in mind... a kind of justice only he mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value.
Detroit is falling apart - it's time to put it all back together!
SPECTRUM AMSTRAD COMMODORE
ATARI ST CBM AMIGA
ROBOCOP TM & © 1990 ORION PICTURES CORP. ALL RIGHTS RESERVED
ocean
Ocean Software Limited · 6 Central Street · Manchester · M2 5NS Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650